

PRIMA'S OFFICIAL STRATEGY GUIDE

TIPS FOR UTILIZING EACH TEAM'S
UNIQUE FORMATIONS

SEGA
SPORTS™

NFL
2K1



Keith Kolmos

primagames.com



Dreamcast™



PLAYERS™

SEGA™ SPORTS™ NFL 2K1

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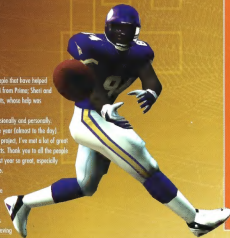
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NFL 2K1 is a special guide for me both professionally and personally. Professionally, NFL2K1 will be coming out one year (almost to the day) after my first guide for Prima. Since that first project, I've met a lot of great people and I've worked on many great projects. Thank you to all the people I've worked at with Prima for making this past year so great, especially Stacy DeFoe who was the first one to hire me.

Personally, NFL2K1 means even more. It is the first strategy guide I've worked on since getting married this past July. Lisa, Michelle and Michael have been my biggest supporters and I owe them the world. Thank you for believing in me and allowing me to be a part of your lives.

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INTRODUCTION

WELCOME TO NFL 2K1: PRIMA'S OFFICIAL STRATEGY GUIDE. LAST YEAR, NFL 2K1 WOWED SPORTS FANS WITH ITS AMAZING VISUALS AND HARDCORE GAMEPLAY. THIS YEAR, ALL OF THE THINGS THAT MADE NFL 2K1 GREAT ARE BACK, PLUS A HOST OF IMPROVEMENTS.

FIRST OFF, THE GRAPHICS HAVE BEEN COMPLETELY UPDATED. THERE ARE NEW PLAYER ANIMATIONS AND A TON OF OTHER GRAPHIC IMPROVEMENTS TO MAKE YOUR FOOTBALL-PLAYING EXPERIENCE THAT MUCH MORE REALISTIC.

ONE OF THE COOL ADDITIONS TO THIS STRATEGY GUIDE IS THE DESCRIPTION OF ALL OF THE TEAM'S FORMATIONS. THE DEVELOPER USED THIS ANALYSIS TO DESIGN THE PLAYBOOKS FOR EACH TEAM, AND WE'VE INCLUDED IT IN THE TEAM SECTION. SO WHEN YOU'RE UP AGAINST A TEAM DURING THE SEASON, READ THROUGH THE DESCRIPTIONS OF THEIR FORMATIONS. IT'S LIKE READING THE SCOUTING REPORT BEFORE YOU HEAD ONTO THE FIELD.

THERE ARE ALSO NEW PLAY MODES LIKE FRANCHISE MODE, WHERE YOU CAN CREATE YOUR OWN TEAM FROM SCRATCH AND WATCH IT EVOLVE SEASON AFTER SEASON. HAVE YOU GOTTEN UPSET WITH THE WAY YOUR FAVORITE TEAM'S GM HAS RUN THINGS? WELL, THIS IS YOUR CHANCE TO PROVE THAT YOU CAN DO BETTER.

BUT THE CROWN JEWEL OF NFL 2K1 IS NETWORK PLAY. YOU CAN NOW GO ONLINE WITH YOUR SEGA DREAMCAST TO PLAY FOOTBALL WITH YOUR FRIENDS FROM BOTH DOWN THE BLOCK AND ACROSS THE COUNTRY. AND HERE AT PRIMA, WE'VE GOT ALL OF THE BASES COVERED. IT'S ALL IN THIS GUIDE: EVERY PLAY, EVERY PLAYER, PLUS STRATEGIES AND TIPS FOR BEATING UP ON THE COMPUTER, YOUR FRIENDS, AND PLAYERS ACROSS THE INTERNET.



NFL 2K1 IS VISUALLY AMAZING WITH IMAGES LIKE THIS ONE, BUT IT'S MORE THAN JUST A PRETTY PICTURE. IT'S ONE HECK OF A FOOTBALL GAME.



IT'S GOT OVER 2,600 PLAYS TO CHOOSE FROM.



AND IT HAS ALL OF THE REALISM YOU WANT, WITH VARYING RAIN AND WIND CONDITIONS.



BEFORE THE SNAP YOU GET TO SEE THE BUTTON ASSIGNMENTS FOR ALL THE RECEIVERS, AND THE NAMES OF THE DEFENDERS, SO YOU CAN KNOW WHOM TO AVOID IN COVERAGE.

NFL 2K1 TEAM COMPARISON		
Receivers	Stats	Vikings
0	1st Downs	2
0	Total Offense	31
74	Passing Yards	25
26.0	Avg. Yards/Attempt	12.8
4	Touchdowns	0
4-0	Avg. Yards/Play	48
51	Passing Yards Allowed	70
0	Passing Yards Allowed	4
0	1st Down Conversion Attempts	0
0-0	2nd Down Conversions	0
0	3rd Down Conversion Attempts	0-0
0	4th Down Conversion Attempts	0

GET ONLINE AND GO HEAD-TO-HEAD WITH YOUR FRIENDS.



DROP BACK TO PASS, HIT THE OPEN RECEIVER, AND BE OFF TO THE RACES.



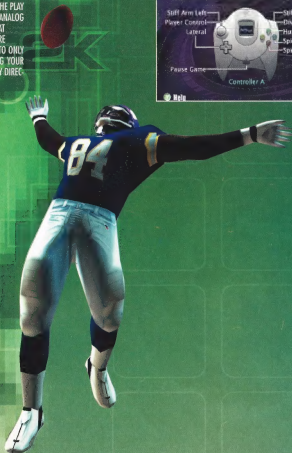
IT'S TOUCHDOWN TIME—GO CELEBRATE A LITTLE.

GAMEPLAY BASICS

THIS BOOK COVERS EACH OF THE MAJOR PARTS OF THE GAME OF FOOTBALL: OFFENSE, DEFENSE, AND SPECIAL TEAMS. BUT YOU'LL NEED TO KNOW SOME THINGS TO NAVIGATE YOUR WAY IN AND AROUND NFL 2K1. YOU CONTROL THE WEATHER, THE PLAY CALLING, AND THE DIFFICULTY OF THE GAME. READ OVER THESE PAGES TO GET THE HANG OF IT BEFORE YOU GET DOWN TO THE SPECIFICS OF THE GAME.

CONTROLLER

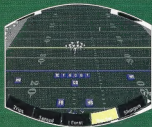
WATCH OUT FOR THE DIGITAL PAD. I'VE USED IT ON THE PLAY SELECT SCREENS, ONLY TO FORGET TO SWITCH TO THE ANALOG STICK ONCE THE PLAY HAS STARTED. ON OFFENSE, THAT CAUSES THE QB TO THROW THE BALL AWAY! IF YOU'RE PLAYING WITH THE DEFAULT CONTROL SCHEME, TRY TO ONLY USE THE ANALOG STICK. OTHERWISE, TRY CHANGING YOUR CONTROL SCHEME SO THAT THE D-PAD IS THE PRIMARY DIRECTIONAL SOURCE.



PLAY CALLING

HIDDEN PLAY CALLING

WITH THE ORIGINAL XBL, YOU CAN CALL YOUR PLAYS OFFSCREEN SO YOUR OPPONENT CAN'T SEE WHAT YOU'RE CALLING. IF YOU DON'T HAVE A VMU, YOU CAN USE BLUETOOTH MODE TO KEEP YOUR OPPONENT GUESSING. IF YOU HOLD (A) RATHER THAN TAP IT ON THE PLAY SELECT MENU, YOUR TEAM PICKS THE ORIGINAL PLAY YOU WERE ON, BUT THE MENUS STAY UP, ALLOWING YOU TO SCROLL AROUND AND DECEIVE THE OTHER PLAYER. ONCE YOU RELEASE (A) THE CPU WILL CALL THE PLAY YOU ORIGINALLY SELECTED.



USE THE ANALOG STICK TO NAVIGATE THE MENUS WHEN SELECTING YOUR PLAY.



THE GAME SHOWS YOU HOW THE PLAY DEVELOPS ON SCREEN.

WEATHER



FOG OBSCURES YOUR VIEW DOWNFIELD. YOU'LL HAVE TO KEEP A SHARP EYE OUT FOR THE OPEN RECEIVER.



WHEN FIELD CONDITIONS DETERIORATE, KEEP THE BALL ON THE GROUND. A SOLID RUNNING GAME WILL HELP IN THE RAIN.



THE ELEMENTS CAN MAKE PASSING DIFFICULT ...



... BUT ONCE THE PASS IS COMPLETE, YOU HAVE THE POTENTIAL FOR BIG GAINS. THE FOOTING IS EQUALLY SLIPPERY FOR THE DEFENSE. CUTTING BACK TO THE BALL IS HARD ON THE DEFENDERS AND THE SOFT GROUND CAN GIVE YOU AN EXTRA STEP.



SNOW IN TAMPA BAY? HEY, ANYTHING CAN HAPPEN WHEN YOU HAVE CONTROL OVER THE WEATHER. TO GET SNOW, TURN THE TEMPERATURE BELOW FREEZING AND TURN THE PRECIPITATION UP. PLAYING IN THE SNOW IS A LOT LIKE PLAYING IN THE RAIN.



KEEP THE BALL ON THE GROUND, BUT IF YOU HAVE TO THROW THE BALL, GET YOUR RECEIVER'S HANDS UP (Z) TO MAKE THE GRAB.



HIGH WINDS AFFECT THE KICKING GAME TOO. MAKE SURE YOU TAKE THE WIND INTO CONSIDERATION (THE LITTLE ICON IN THE LOWER RIGHT CORNER) SO YOU CAN LINE THE KICK UP CORRECTLY.

FIELD MARKERS

NFL 2K1 HAS A LOT OF PRETTY NICE FEATURES. ONE OF THE ADDED BONUSES IS THE FIRST DOWN MARKER (THE YELLOW LINE) AND THE LINE OF SCRIMMAGE (THE BLUE LINE). YOU'LL ALWAYS KNOW HOW FAR YOU HAVE TO STRUGGLE FOR THAT FIRST DOWN.



CHARGING UP

HOLDING DOWN **X** CAUSES THE PLAYER THAT YOU CONTROL TO CHARGE UP. ONCE YOU GET A FULL CHARGE (THE ARROW UNDERNEATH YOUR PLAYER WILL BE FULLY CHARGED), YOU WILL BE AT MAXIMUM EFFECTIVENESS. ON OFFENSE, THE NEXT MOVE YOU MAKE (LIKE A SPIN MOVE OR A STRAIGHT ARM) HAS THE BEST CHANCE FOR SUCCESS. ON DEFENSE, BEING CHARGED UP GIVES YOU A BETTER CHANCE OF MAKING THE TACKLE, OR EVEN CAUSING A FUMBLE.



CHARGING UP (SEE THE FULL ORANGE ARROW BENEATH THE RUNNING BACK HERE) MEANS THAT YOUR PLAYER IS READY ...



... TO TAKE ON THE DEFENDER. HERE THE RUNNING BACK SHREDS THE DEFENDER WITH A CHARGED UP STRAIGHT ARM.



WITH THE DEFENDER CHARGED UP, THERE IS A GREATER CHANCE THE BALL WILL POP OUT FOR A FUMBLE.



CHARGING UP ON D CAN ALSO GIVE YOU THAT LITTLE EXTRA EDGE TO STOP THE OFFENSE ...



... JUST SHORT OF THE TOUCHDOWN.

FEATHERING THE STICK

WHEN YOU HAVE THE BALL THERE IS ALWAYS A CHANCE OF FUMBLING IT. WHEN YOU HAVE THE ANALOG STICK PRESSED FULLY IN ANY DIRECTION, YOUR BALL CARRIER IS CONCENTRATING ON RUNNING AT FULL SPEED. TO MINIMIZE THE CHANCE OF A FUMBLE, FEATHER THE STICK. BY HOLDING THE ANALOG STICK LESS THAN 100 PERCENT IN THE DIRECTION YOU WANT TO RUN, THE BALL CARRIER MAKES SURE HE HAS A GOOD HOLD ON THE BALL. YOU CAN STILL FUMBLE WHEN YOU DO THIS, BUT THE CHANCES ARE A LOT LOWER.



WHEN YOU ARE IN THE OPEN FIELD, PEG THE ANALOG STICK IN THE DIRECTION YOU WANT TO GO.



BUT WHEN YOU ARE IN TRAFFIC, FEATHER BACK A LITTLE TO REDUCE THE CHANCE OF A FUMBLE.

CATCH MECHANISMS

ONCE THE BALL IS IN THE AIR, THREE CATCH MECHANISMS APPEAR ON THE FIELD. WHAT DO THEY MEAN? THE FIRST INDICATOR (THE YELLOW ONE) IS THE EARLIEST SPOT THAT EITHER THE INTENDED RECEIVER OR THE DEFENDER COULD MAKE A PLAY ON THE BALL. THE SECOND CATCH MECHANISM (THE BLUE ONE) IS THE OPTIMUM SPOT FOR CATCHING THE BALL. YOU WANT TO BE STANDING RIGHT ON THIS INDICATOR FOR HOOK ROUTES (WHERE THE RECEIVER TURNS TO FACE THE QB). THE FINAL CATCH MECHANISM (THE RED ONE) IS THE LAST SPOT YOU CAN CATCH OR INTERCEPT THE BALL. CATCHING THERE MEANS A SHOESTRING GRAB AND WILL MINIMIZE YAC (YARDS AFTER CATCH).

ON OFFENSE, BE SURE TO PRESS **○** AS YOU HIT THE FIRST CATCH MECHANISM SO YOU CAN CATCH THE BALL IN STRIDE FOR A BIG RUN OR ON DEFENSE, YOU WANT TO GET TO THAT FIRST CATCH MECHANISM (THE YELLOW ONE) AND GET YOUR HANDS IN THE AIR, TURNING TO FACE THE QB MAXIMIZES YOUR CHANCES OF AN INTERCEPTION.



GET TO THE YELLOW ICON ON THE FIELD, TURN TO FACE THE QB, AND PRESS **○** FOR THE BEST CHANCE OF INTERCEPTING THE PASS.



TUTORIAL MODE

NFL 2K7 HAS A GREAT LITTLE FEATURE CALLED TUTORIAL MODE. IT'S JUST LIKE A NORMAL GAME, BUT YOU GET ALL OF THESE GREAT TIPS TO TEACH YOU HOW TO PLAY THE GAME. YOU OWE IT TO YOURSELF TO PLAY AT LEAST ONE TUTORIAL MODE GAME, EVEN IF YOU ARE AN EXPERT FOOTBALL PLAYER. IT'S FULL OF TIPS AND EXPLANATIONS OF THE CONTROLS.



TUTORIAL MODE IS JUST LIKE A NORMAL GAME ...



... BUT IT'S FULL OF HINTS AND SUGGESTIONS LIKE THESE.

DIFFICULTY SETTINGS

THE GAME STARTS YOU OFF IN ROOKIE MODE, AND THAT'S FINE FOR WHEN YOU'RE LEARNING THE GAME. THE MOST NOTABLE DIFFERENCE BETWEEN THE SKILL LEVELS IS THE PASSING GAME. IN ROOKIE MODE, THE DEFENDERS ARE REALLY WEAK IN THE SECONDARY, MAKING PASSING A LOT EASIER. ONCE YOU BUMP THE DIFFICULTY UP TO PRO OR ALL-PRO, PASSING IS A LITTLE TRICKIER. ONCE THE BALL IS IN THE AIR, TAP **○** TO GET CONTROL OVER THE RECEIVER, RUN TO THE PASSING ICONS (EXPLAINED ABOVE), AND GET YOUR HANDS IN THE AIR (**○**) TO MAKE THE CATCH.



ONCE THE BALL IS IN THE AIR ...



... TAP **○** TO GET CONTROL OF THE INTENDED RECEIVER. RUN TO THE PASSING ICONS ON THE FIELD ...



... AND GET YOUR HANDS INTO THE AIR BY PRESSING **○** TO MAKE THE GRAB.



BY CATCHING THE BALL AROUND THE MIDDLE ICON (THE BLUE ONE), YOUR RECEIVER GETS THE BALL IN STRIDE AND CAN GAIN LOTS OF EXTRA YARDS AFTER THE CATCH.

SEGA™ SPORTS NFL 2K1

Online Play

SO ARE YOU READY TO TEST YOUR NFL 2K1 SKILLS WITH THE WORLD? WHETHER IT'S YOUR FRIEND DOWN THE STREET OR SOMEONE ON THE OTHER SIDE OF THE COUNTRY, PLAYING ONLINE REQUIRES A DIFFERENT SET OF SKILLS THAN WHEN YOU ARE PLAYING AGAINST THE COMPUTER AI. HERE ARE SOME TIPS AND STRATEGIES FOR WINNING ONLINE.



THE NUMBER ONE THING YOU MUST DO ONLINE IS TO WATCH YOUR PLAY CALLING. YOU CAN FALL IN LOVE WITH A PLAY AGAINST THE COMPUTER, AND USUALLY GET AWAY WITH IT. DO THAT ONLINE AND YOU'LL BE IN BIG TROUBLE. AT BEST, YOU GET THROWN FOR A LOSS OR THE PASS GETS BATTED DOWN. AT WORST, YOU THROW AN INTERCEPTION AND NOW YOU'RE ON DEFENSE.



MIX UP THE PLAY CALLING—BOTH ON THE RUN AND THE PASS.



ONCE THE DEFENSE HAS YOUR TENDENCIES PEGGED, THEY'LL BE ABLE TO CALL THE RIGHT PLAY AND THROW YOU FOR A LOSS.





OR THE DEFENSE WILL HAVE YOUR FAVORITE RECEIVER IN DOUBLE COVERAGE, INCREASING THE CHANCE FOR AN INTERCEPTION.



BY THE SAME TOKEN, IF YOUR OPPONENT FALLS IN LOVE WITH A CERTAIN DEFENSE, YOU CAN START TO CALL PLAYS THAT EXPLOIT IT.



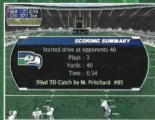
ONE OF THE BEST PARTS OF PLAYING ONLINE IS WHEN YOU MAKE THE BIG PLAY. THE CELEBRATION IS OH SO SWEET.

ONLINE PLAY

OFFENSE

LET'S START THE BALL ON OFFENSE.

SCORING IS THE OBVIOUS GOAL, BUT THERE'S MORE TO IT THAN THAT. THREE-PLAY DRIVES ARE NICE, BUT THEY ONLY TAKE 35 SECONDS OFF THE CLOCK, AND YOUR OPPONENT NOW HAS THE BALL WITH PLENTY OF TIME. IT'S BETTER TO MAKE IT A 12-PLAY DRIVE AND CHEW A COUPLE OF MINUTES OFF THE CLOCK. MIX UP YOUR PLAY SELECTING SO YOU'RE ON TOP AT THE END OF THE GAME.



ALL RIGHT, THE SEAHAWKS GOT IN THE END ZONE, BUT THE DRIVE ONLY TOOK 34 SECONDS. RUN THE BALL AND INCREASE THAT TIME OF POSSESSION.

NEED A LITTLE HELP ON OFFENSE? HEAD TO PRACTICE MODE AND BONE UP ON ALL OF YOUR TEAM'S PLAYS.

FIND THE SEAMS IN YOUR OPPONENT'S ZONE. HERE, NUMBER 85 SLIPS BEHIND THE LINEBACKERS.



NOW HE'S IN THE OPEN.

SCORE!

Offensive Basics

PLAY SELECTION

- Mix up the types of plays you're calling. Split the number of running and passing plays evenly. This takes some time off the clock and wears down your opponent.
- Run the ball more in the first half so the defensive linemen get worn down. The defensive backs will start to cheat by looking for the run — fire a speeding Shotgun/All Streaks. Your receiver is behind the defense and in the open for the score.
- Don't call the same play over and over again. The game has more than 500 plays to choose from. Use them. Calling the same play repeatedly might work against the computer, but when you play against your friends, they'll eat you alive.



WHEN YOUR OFFENSE IS STALLED, RUN THE BALL. THE DEFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE RUN.

WHEN YOUR DEFENSE IS STALLED, PASS THE BALL. THE OFFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE PASS.



WHEN YOUR OFFENSE IS STALLED, RUN THE BALL. THE DEFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE RUN.

WHEN YOUR DEFENSE IS STALLED, PASS THE BALL. THE OFFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE PASS.

DEFENSE

Read the defense. As your quarterback approaches the line, look over the defense. If the computer (or your friend for that matter) has guessed right, switch up the play. There's no point running a halfback sweep to the right if the defense is stacked over on that side. Press **Y** to bring up your audible menu and switch the play by pressing **A**, **B**, or **X**.



WHEN YOUR OFFENSE IS STALLED, RUN THE BALL. THE DEFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE RUN.

WHEN YOUR DEFENSE IS STALLED, PASS THE BALL. THE OFFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE PASS.

WHEN YOUR OFFENSE IS STALLED, RUN THE BALL. THE DEFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE RUN.

WHEN YOUR DEFENSE IS STALLED, PASS THE BALL. THE OFFENSE WILL BE FORCED TO CHEAT BY LOOKING FOR THE PASS.

SEGA SPORTS NFL 2K1

Running the Ball

RUN THE FOOTBALL! ONE OF THE BIGGEST IMPROVEMENTS IN NFL 2K1 IS IN THE RUNNING GAME. YOU CAN MOVE THE BALL MORE EFFECTIVELY AND REALISTICALLY IN THIS YEAR'S VERSION. ALL POWER BACKS LIKE MARC JACOBI OF THE TAMPA BAY BUCCANNERS CAN RUN OVER PEOPLE WITH STIFF ARMS (C) OR (C) AND CAN BOWL PEOPLE OVER BY POWER UP THEN JUMPING (X). BUT THEN THERE ARE BACKS LIKE MIKE'S TEAMMATE MARCCK DAVIS. DAVIS IS A SMALLER, SPEEDIER BACK WHO'S BETTER RUNNING OUTSIDE, AND CAN PERFORM THE ALL NEW JUMP MOVE (C) + (X) AND SPIN MOVE BETTER. SO KNOW THE STYLE OF YOUR RUNNING BACK (POWER OR SPEED) AND RUN THE FOOTBALL—YOU'LL BE PLEASED WITH THE RESULTS.

RUNNING INSIDE



ALL BACKS CAN PERFORM THE STIFF ARM OR THE JUMP MOVE TO GET AROUND THE DEFENSE'S FRONT LINE.



YOUR RUNNING BACK MOVES IN THE BACK FIELD TOO. BUT IT WON'T BE SO EASY TO GAIN YARDS IF HE ISN'T SUPPORTED BY THE LINE AND BACK THE FORWARD.



ALL BACKS CAN PERFORM THE SPIN MOVE, WHICH CAN BE USED TO GET AROUND A TACKLE AND RUN BY A BLIND FROM A DEFENSE'S DEFENSE. YOU CAN ALSO PERFORM THE SPIN MOVE TO GET AROUND A TACKLE AND RUN BY A BLIND FROM A DEFENSE'S DEFENSE.

RUNNING OUTSIDE



YOUR RUNNING BACKS CAN GET TO THE EDGE OF THE LINE OF SCUMBLE AND GET TO THE EDGE OF THE LINE OF SCUMBLE.



ALL BACKS CAN GET TO THE EDGE OF THE LINE OF SCUMBLE AND GET TO THE EDGE OF THE LINE OF SCUMBLE.



ALL BACKS CAN GET TO THE EDGE OF THE LINE OF SCUMBLE AND GET TO THE EDGE OF THE LINE OF SCUMBLE.



1. Control the line. When you're blocking, naturally be aggressive. Use your strength.



2. Don't over-



3. The offensive line will be able to do the blocking.



4. When the QB is running, the defensive line



5. When the QB is running, the defensive line



6. When the QB is running, the defensive line



7. When the QB is running, the defensive line



8. When the QB is running, the defensive line

SEGA SPORTS NFL 2K1

Running Plays

DIVE

THE DIVE (OR BLAST) PLAY IS VERY COMMON IN THE NFL. THE QB HANDS THE BALL OFF TO THE RUNNING BACK QUICKLY, AND THE BACK HAS TO HIT THE HOLE (WHICH IS SUPPOSED TO OPEN UP BETWEEN THE GUARD AND TACKLE). A VARIANT OF THE DIVE PLAY IS THE LEAD, WHERE THE FULLBACK LEADS THE HALFBACK AS A BLOCKER TO CLEAR OUT THE LINEBACKER.

OFF-TACKLE

THE OFF-TACKLE PLAY IS A CLASSIC RUNNING PLAY. THE QB HANDS THE BALL OFF TO THE BACK, WHO HEADS TOWARD THE OUTSIDE OF THE TACKLE. THE IDEA IS TO ATTACK THE DEFENSIVE END. WHEN TWO BACKS ARE USED ON THIS PLAY, THE OTHER BACK RUNS AHEAD OF THE BALL CARRIER AS AN EXTRA BLOCKER.

SWEEP

THE SWEEP IS A POWER OUTSIDE RUNNING PLAY. AS THE RUNNING BACK AIMS OUTSIDE, ONE OR TWO GUARDS PULL BACK FROM THEIR BLOCKS. THESE PULLING LINEMEN FORM A WEDGE TO OPEN UP THE RUNNING LANE FOR THE BALL CARRIER.

ZONE

THE ZONE RUNNING PLAY DOESN'T HAVE A SPECIFIC HOLE FOR THE BALL CARRIER. THE RUNNING BACK TAKES A MOMENT TO LOOK FOR A HOLE BEFORE COMMITTING TO DOWNFIELD.

COUNTER

THIS IS A MISDEIRECTION PLAY. THE QB TAKES A HANDOFF TO ONE BACK HEADING ONE WAY, THEN TURNS AROUND AND HANDS THE BALL OFF TO THE OTHER BACK GOING IN THE OPPOSITE DIRECTION. THE SUCCESS OF THIS PLAY DEPENDS ON THE ABILITY OF THE LINEMEN TO "SELL" THE FAKE. THEY NEED TO MAKE SURE THE DEFENSE THINKS IT'S RUNNING IN THE DIRECTION OF THE DECOY.

TRAP

TRAP IS ANOTHER PLAY LIKE SWEEP. THE LINEMEN "PULL" TO ADD EXTRA BLOCKERS INTO THE RUNNING LANE FOR THE BACK.



REVERSE

THE REVERSE PLAY STARTS WITH A HANDOFF TO THE HALFBACK, WHO RUNS TOWARD THE OUTSIDE. THE WIDE RECEIVER (WHO STARTS RUNNING INTO THE BACKFIELD INSTEAD OF OUT INTO THE PASS PATTERNS) TAKES THE HANDOFF FROM THE HALFBACK.

DRAW

THE DRAW (OR DELAY) PLAY MASQUERADES AS A PASS PLAY. THE OFFENSIVE LINE DROPS BACK INTO PASS PROTECTION INSTEAD OF ATTACKING LIKE THEY WOULD ON A RUN PLAY. WHEN THE DEFENSE HAS BEEN DRAWN IN, THE QB HANDS THE BALL OFF TO THE BACK, WHO MUST GET UP TO FULL SPEED AND HIT THE HOLE, QUICKLY.

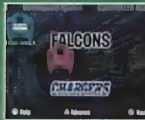
Passing

IF YOU RUN THE BALL EVERY PLAY, THE DEFENDERS WILL STACK THE LINE OF SCRUMMAGE AND STUFF YOU IN THE BACKFIELD. YOU HAVE TO STRIKE A BALANCE AND PASS THE BALL. USE YOUR BACKS AND THE TIGHT END TO COMPLEMENT YOUR RECEIVERS. THEY ARE ALL ELIGIBLE TARGETS. SO SPREAD THE YARDAGE AROUND A LITTLE.

WITH THE DIFFICULTY-SETTING ON ROOKIE, YOU CAN JUST CHUCK THE BALL DOWNFIELD, AND NINE TIMES OUT OF TEN IT WILL BE A COMPLETED PASS. IN PRO AND ALL-PRO DIFFICULTY SETTINGS, YOU'VE GOT TO WORK A LITTLE HARDER. TAP **①** ONCE THE BALL IS IN THE AIR TO GET CONTROL OVER THE INTENDED RECEIVER AND RUN TO THE PASSING MOOS ON THE FIELD. THEN PRESS **②** TO GET YOUR HANDS UP TO CATCH THE BALL.



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WIDE RECEIVER ROUTES

COMEBACK

YOU NEED TWO THINGS TO MAKE A COMEBACK ROUTE WORK EFFECTIVELY: A FAST WIDE RECEIVER AND A QUARTERBACK WHO CAN THROW THE BALL AS FAST AS HE CAN. IF YOU DON'T HAVE EITHER OF THESE, DON'T USE THIS ROUTE. IF YOU DO, IT CAN BE A VERY EFFECTIVE ROUTE TO USE. TO MAKE IT WORK IN THE GAME, YOU NEED TO THROW THE BALL BEFORE THE RECEIVER TURNS AROUND. THAT WAY THE BALL IS GETTING TO THE RECEIVER JUST AS HE IS TURNING AROUND. IF YOU THROW THE BALL ANY LATER, IT OPENS THE CHANCE FOR A PROBABLE INTERCEPTION.

CROSSING

RECEIVER RUNS STRAIGHT UP THE FIELD, THEN CUTS RIGHT OR LEFT ACROSS THE FIELD. TEAMS USUALLY COMBINE ONE CROSSING RECEIVER WITH A SECOND ONE. DEFENDERS BECOME ENTANGLED WITH ALL OF THE ROUTES CROSSING PATHS. IN NFL 2K1, WAIT FOR THE RECEIVER TO MAKE HIS CUT ACROSS THE FIELD AND LEAD HIM FOR A HIGH COMPLETION PERCENTAGE.

CURL

THIS SHORT PASSING PLAY IS A VERY HIGH-PERCENTAGE PLAY. THE RECEIVER RUNS DOWNFIELD ABOUT 8 TO 10 YARDS, THEN CURLS BACK SO HE IS RUNNING AT THE QUARTERBACK. THIS ALLOWS THE RECEIVER TO SHIELD THE BALL FROM THE DEFENDER. THE PROBLEM WITH THIS PLAY IS THAT IT'S HARD TO BREAK A CURL ROUTE FOR LONG YARDAGE. THE KEY IS TO MAKE THE DEFENDER MISS, THEN QUICKLY TURN AROUND AND HEAD UPFIELD.

SLANT

THE SLANT IS LIKE A CROSSING PLAY IN WHICH THE RECEIVER RUNS OUT A FEW YARDS, THEN CUTS BACK AND DOWNFIELD. THE QUARTERBACK SHOULD THROW THE BALL TO THE RECEIVER AS HE IS CUTTING BACK. THIS ROUTE IS A GOOD PLAY TO USE AGAINST BOTH ZONE AND MAN-TO-MAN DEFENSES. TRY AND WAIT FOR THE RECEIVER TO REACH THE MIDDLE OF THE FIELD BEFORE THROWING THE BALL.

OUT

ON THE OUT PATTERN, THE RECEIVER RUNS UPFIELD, THEN CUTS SHARPLY TOWARD THE NEAR SIDELINE SO HE IS RUNNING PARALLEL TO THE LINE OF SCRUMMAGE. AS THE QUARTERBACK, YOU MUST TIME THE PASS CAREFULLY AND GET IT THERE QUICKLY. A

GOOD QUARTERBACK WILL BE ABLE TO THROW THE BALL TO THE RECEIVER BEFORE HE REACHES THE SIDELINE.

VERTICAL

HUT, HUT, HIRE AND RUN FOR THE END ZONE. THAT'S THE BASIC IDEA OF A VERTICAL (FLY) PATTERN. RESERVED FOR THE FAST RECEIVER, THE PATTERN CALLS FOR THE WIDE-OUT OR TIGHT END TO STREAK DOWN THE FIELD AS FAST AS HE CAN. THROW THE BALL TO HIM AS HE IS RUNNING DOWN THE FIELD. BE CAREFUL, HOWEVER, THE COMEBACK IS USUALLY JUST AS FAST AS THE RECEIVER, SO YOU MUST WATCH WHAT SHOULDER TO THROW IT TO. IF THE COMEBACK (OR SAFETY) IS TO THE INSIDE OF THE FIELD, LEAD THE BALL OUTSIDE TOWARD THE SIDELINE. IF THE COMEBACK (OR SAFETY) IS TOWARD THE OUTSIDE OF THE FIELD, LEAD THE BALL TO THE MIDDLE OF THE FIELD.

SWING

THE SWING PASS IS EVERY QUARTERBACK'S SAFETY VALVE. WHEN THE BLITZ IS COMING, DUMP THE BALL OFF TO A RUNNING BACK COMING OUT OF THE BACKFIELD. YOU USUALLY ONLY GET A COUPLE OF YARDS ON THIS SIMPLE PLAY.





IF YOU HAVE A SPEED MERCHANT LIKE RANDY MOSS OF THE MINNESOTA VIKINGS, HE CAN SEPARATE FROM THE DEFENDERS.



THEN IT'S OFF TO THE RACES, AND YOU KNOW THAT ONCE YOU ARE IN THE CLEAR...



...IT'S A TOUCHDOWN.



DON'T TAKE TOO LONG TO MAKE UP YOUR MIND ON A RECEIVER.



WHEN YOU ARE IN THE CLEAR, YOU CAN...



...HOLD THE BALL FOR A MOMENT, AND THEN RELEASE IT TO A RECEIVER. OR, YOU CAN HURRY THE BALL, AND THEN RELEASE IT TO A RECEIVER. YOU CAN READ THE DEFENSE TO FIGURE OUT WHO WILL BE OPEN.



...HOLD THE BALL FOR A MOMENT, AND THEN RELEASE IT TO A RECEIVER. OR, YOU CAN HURRY THE BALL, AND THEN RELEASE IT TO A RECEIVER. YOU CAN READ THE DEFENSE TO FIGURE OUT WHO WILL BE OPEN.



WHEN A RUNNING BACK IS IN THE CLEAR, YOU CAN RELEASE THE BALL TO A RUNNING BACK. IF ALL OF YOUR WIDE-OUTS ARE COVERED DOWNFIELD, DUMP IT OFF TO A RUNNING BACK.



IF YOU HAVE A SPEED MERCHANT LIKE RANDY MOSS OF THE MINNESOTA VIKINGS, HE CAN SEPARATE FROM THE DEFENDERS.



THEN IT'S OFF TO THE RACES, AND YOU KNOW THAT ONCE YOU ARE IN THE CLEAR...



...IT'S A TOUCHDOWN.



DON'T TAKE TOO LONG TO MAKE UP YOUR MIND ON A RECEIVER.

OFFENSE

SEGA
SPORTS

NFL

2K1

MISCELLANEOUS PLAYS ON OFFENSE



THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE.



A WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE.



THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE.

SPIKING THE BALL



THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE.



THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE. THE WIDE RECEIVER CATCHES THE PASS IN THE END ZONE.



QB KNEEL



WHEN YOU WANT TO STOP THE PLAY, A QB CAN KNEEL. THIS IS A GOOD WAY TO STOP THE PLAY AND AVOID A PUNISHMENT.

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PENALTIES



WHEN A PLAYER VIOLATES THE RULES, A PENALTY IS CALLED. THIS CAN BE A LOSS OF YARDS OR A FREE PLAY. IT IS A GOOD WAY TO STOP THE PLAY AND AVOID A PUNISHMENT.

OFFENSE



DEFENSE


YOU'VE JUST DRIVEN DOWNFIELD FOR THE SCORE AND YOUR TEAM IS UP BY SEVEN. STRAP ON YOUR PADS AND TIGHTEN YOUR CHINSTRAP. IT'S TIME TO HIT SOMEBODY AND PLAY A LITTLE D.

KEEP IN MIND TWO THINGS. FIRST, STOP THE RUN. DENY YOUR OPPONENT A RUNNING GAME AND HE'LL FACE A TON OF THIRD-AND-LONG SITUATIONS. SO WHEN YOU'VE GOT YOUR OPPONENT IN A CERTAIN PASSING SITUATION, YOU CAN DO THE SECOND THING: PRESSURE THE QUARTERBACK. EVEN IF YOU DON'T GET THE SACK, THE QB WILL GET RID OF THE BALL BEFORE HE'S READY. HURRIED QUARTERBACKS MAKE MISTAKES. THEY THROW INTO DOUBLE COVERAGE, GIVE UP AN INTERCEPTION, OR UNDER OR OVER THROW THEIR RECEIVER.



FIRST UP IS STOPPING THE RUN. PICK A DEFENSIVE LINEMAN AT THE BEGINNING OF THE PLAY.



GET UP FIELD QUICKLY (TAP ) TO HIT THE RUNNING BACK IN THE BACKFIELD.



THEN IT WILL BE SECOND OR THIRD AND LONG, SO YOU CAN GO ALL OUT FOR THE QB ON AN OBVIOUS PASSING SITUATION.



NICKEL AND DIME



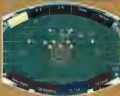
NICKEL AND DIME

TIP

WHEN SELECTING A DEFENSIVE PLAYER AT THE BEGINNING OF A PLAY, STICK TO A DEFENSIVE LINE MAN, OR, ON RARE OCCASIONS, A LINEBACKER. THE LINEMEN HAVE ONE GOAL: GET IN THE BACKFIELD AND GET THE SACK OR THE RUNNING BACK. EVERYONE ELSE ON THE FIELD HAS AN ASSIGNMENT. IF YOU TAKE THEM AWAY FROM THEIR DESIGNATED COVERAGE, YOU COULD LEAVE A RECEIVER OPEN.

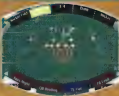
DEFENSE

NICKEL OOO



THIS FORMATION OF THREE LINEMEN, THREE LINEBACKERS, AND FIVE DEFENSIVE BACKS IS GOOD ON PASSING DOWNS WHEN THE OFFENSE HAS BIG, SLOWER RECEIVERS (FOR THE EXTRA LINEBACKER TO COVER), OR WHEN THE OFFENSE MIGHT RUN THE BALL AND YOU WANT TO HEDGE YOUR BETS.

4-3



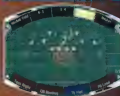
THIS FORMATION OF FOUR DOWN LINEMEN AND THREE LINEBACKERS IS THE BREAD-AND-BUTTER FORMATION IN THE NFL. YOU CAN DEFEND AGAINST THE RUN OR THE PASS FROM THIS SET. YOUR LINEMEN ARE RESPONSIBLE FOR ALL THE PRESSURE ON THE QB, SO MAKE SURE YOU HAVE GOOD ONES.

3-4



THREE DOWN LINEMEN AND FOUR LINEBACKERS IS THE EXACT OPPOSITE OF THE PREVIOUS FORMATION, BUT IT STILL CAN GET THE JOB DONE AGAINST THE PASS AND THE RUN. THIS DEFENSIVE SCHEME IS USED BY NFL TEAMS THAT HAVE A STRONG INTERIOR LINEMAN (THE NOSE TACKLE) AND A PLETHORA OF GOOD LINEBACKERS.

DIME



FOUR LINEMEN, ONE LINEBACKER, AND SIX DEFENSIVE BACKS ARE USED WHEN THE PLAY IS ALMOST CERTAINLY A PASS. THE EXTRA DB HELPS OUT WHEN YOU HAVE TO DEFEND A SPREAD FORMATION WITH FOUR AND FIVE ELIGIBLE RECEIVERS.

NICKEL



THIS FORMATION OF FOUR LINEMEN, TWO LINEBACKERS, AND FIVE DEFENSIVE BACKS IS USED IN THE NFL ON OBVIOUS PASSING DOWNS AND AGAINST OFFENSES WITH THREE AND FOUR WIDE-OUTS. THERE AREN'T MANY PEOPLE TO RUSH THE QB, SO YOUR LINEMEN BETTER BE ABLE TO APPLY THE PRESSURE.

GOAL LINE



EVERYONE IS STACKED AT THE LINE OF SCRIMPAGE. THIS IS THE DEFENSE TO CALL WHEN YOU'RE BACKED UP IN THE RED ZONE WITH NO MORE YARDAGE TO GIVE. IT'S ALSO A GOOD CALL WHEN YOU EXPECT A QUARTERBACK SNEAK.

SPECIAL



FORMATIONS FOR RETURNING PUNTS AND BLOCKING FIELD GOALS AND PUNTS CAN BE FOUND IN THIS GROUP OF DEFENSES.



SWARM TO THE FOOTBALL. IF THE BALL CARRIER SHARES ONE TACKLER, HIS TEAMMATES CAN PILE ON AND STOP HIM.



DIVE FOR THE RUNNER IF HE GETS OUTSIDE OF YOU (PRESS Δ). IF YOU CAN SLOW HIM DOWN, THE OTHER DEFENDERS CAN CATCH UP AND FINISH HIM OFF.

NOTE

WHILE DIVING IS VERY EFFECTIVE, IT'S ALSO RISKY. THERE IS A HIGH CHANCE OF MISSING IF YOU AREN'T POINTED IN THE RIGHT DIRECTION OR IF YOU MIS-TIME THE DIVE.



DIVING



IF YOU ARE GOING TO DIVE, (PRESS Δ)...



MAKE SURE YOU ARE GOING TO GET HIM. IF YOU DON'T, IT COULD MEAN A TOUCHDOWN.

DEFENDING THE RUN

IF THE FIRST STEP IS TAKING AWAY THE RUN, WHAT'S THE BEST WAY TO DO IT? HAVING A DEFENDER IN THE BACKFIELD BEFORE THE BALL IS SNAPPED WOULD BE A GOOD ANSWER, BUT THEN YOU'D GET CALLED FOR BEING OFFSIDES. SO DO THE NEXT BEST THING AND GET INTO THE BACKFIELD AS SOON AS POSSIBLE.

BANG TACKLING



CHASE, HUNT, OR HIT AND HOLD. PERSISTENCE AND A FEW WELL-TIMED BANGS WILL GET THE BALL BACK WHILE A TEAMMATE...



...FINISHES THE PLAY.



IF YOU HAVE THE BALL, IT'S YOUR JOB TO STOP THE CHASE. CHASE HIM TO THE END OF THE PLAY AND...



...FINISH HIM AND YOUR OWN DEFENSE WILL BE IN THE BACKFIELD.

EXPLODING THROUGH THE LINE

ON DEFENSE THERE ARE FIVE MOVES TO MAKE IT THROUGH THE LINE. Δ AT THE SNAP OF THE BALL WILL MAKE YOUR GUY ATTACK THE OFFENSIVE LINEMAN AND TRY TO PANCAKE HIM TO THE GROUND. IF YOU PRESS Δ OR Δ YOUR PLAYER WILL PERFORM ONE OF FOUR MOVES (SPIN, SWIM, UNDER, OR CLUB) TO GET PAST THE BLOCKER.

CLUB



PANCAKE



SPIN



UNDER



SWIM



UP THE GUT



WHEN YOUR OPPONENT IS RUNNING IT UP THE GUT, MAKE SURE YOU ALTERNATE PRESSING \odot (TO SELECT THE NEAREST DEFENDER) AND \otimes (TO TACKLE).

EVENTUALLY THE BALL CARRIER WILL GET CLOSE ENOUGH TO YOUR DEFENDERS FOR THE TACKLE.

LINE SHIFTS



WANT AN EXTRA ADVANTAGE? TRY A LINE SHIFT: PRESS \square OR \square WITH A LINEMAN SELECTED.

YOUR LINEMEN WILL MOVE EITHER LEFT OR RIGHT. THIS CAN GIVE YOU A SLIGHT ADVANTAGE, AS YOUR PLAYERS LINE UP OFFSET FROM THEIR OFFENSIVE COUNTERPARTS.

SEGA™ SPORTS™ NFL 2K1

DEFENDING THE PASS

All right, you defended the run for two downs. Now it's third and long and you need one more stop. The offense is in a four-wide-out set and the QB can see the deep down receiver. Now's time to make a three and get behind of a long drive down the field.

PRESSURE THE QB



GET IN THE BACKFIELD ANY WAY YOU CAN. USE THE SWIM MOVE (L) OR (R) AFTER THE SNAP, BLAST THROUGH YOUR OPPONENTS (TAP \odot) OR USE LINE SHIFTS (L) OR (R) BEFORE THE SNAP TO GET PAST THE OFFENSIVE LINE.

EVEN IF YOU DON'T SACK THE QB, HE'LL BE FORCED TO DUMP OFF THE BALL QUICKLY. HE'LL THROW AN INCOMPLETION, DUMP IT OFF TO THE BACK WHO CAN BE HIT FOR A LOSS, OR THROW AN INTERCEPTION—THREE THINGS THAT MEAN POSITIVE RESULTS FOR YOU.

USE LINEMEN



BEFORE THE SNAP, MAKE SURE YOU HAVE A LINEBACKER OR DEFENSIVE BACK UNLESS THEIR ASSIGNMENT IS TO BLITZ THE QUARTERBACK. IF YOU PULL A DEFENDER OFF AN ASSIGNMENT, A RECEIVER COULD RUN FREE PAST YOUR CORNERBACK.

SWATTING DOWN THE PASS



THROWING INTO TRIPLE COVERAGE IS NEVER A GOOD IDEA ON THE DEFENSE'S PART. MAKE SURE YOU TURN TO THE BALL BEFORE YOU HIT \odot (JUMP) TO DEFEND THE PASS.



THIS RECEIVER LOOKS OPEN, BUT HE'S REALLY NOT.



ONCE YOU SEE THE BALL IN THE AIR, PRESS \odot TO TAKE CONTROL OF THE LOSPEST DEFENDER. THEN YOU CAN CLOSE THE DISTANCE, TURN TO THE BALL, AND PRESS \odot TO JUMP AND KNOCK IT.

ANTI-INTERCEPTIONS



MAKE SURE YOU FIRST CHARGE YOUR PLAYER UP AND TURN TO THE BALL TO INCREASE YOUR CHANCES OF THE INTERCEPTION.



AND EVEN IF YOU DON'T MAKE THE PICK, YOU CAN KNOCK THE PASS DOWN.



AND THE BOUNCING BALL CAN LAND IN THE WAITING ARMS OF YOUR TEAMMATE.



UNFORTUNATELY WITH MOST PICKS, YOUR DEFENDER IS RIGHT ON TOP OF THE RECEIVER AND YOU GET JERKED RIGHT AWAY. ONCE YOU DO HAVE THE BALL, THOUGH, IT'S JUST LIKE RUNNING THE BALL ON OFFENSE.

COVERAGE SACKS



MAKE SURE EVERYONE IS COVERED DOWN-FIELD (A MAN-TO-MAN DEFENSE WORKS WELL FOR THIS) AND YOU COULD WIND UP



WITH A COVERAGE SACK, THE OFFENSIVE LINE CAN ONLY HOLD YOUR DEFENSIVE LINE MAN OFF FOR SO LONG, SO YOUR QB JUST NEED TO MAKE THE QB WAIT TOO LONG.

SACKS



NORMAL SACKS ARE POSSIBLE TOO. TAKE A LINEMAN AND BLAST THROUGH THE OFFENSIVE LINE ...



TO PUT THE QB ON HIS BACK.

KNOCKING THE BALL OUT



YOU CAN ALSO DEFEND THE PASS BY KNOCKING THE BALL AWAY BY TACKLING THE OFFENSIVE PLAYER JUST AS HE CATCHES THE BALL.



THE RECEIVER DIDN'T HAVE POSSESSION LONG ENOUGH FOR A VALID CATCH. BE CAREFUL THOUGH. IF YOU GET THERE TOO EARLY ...



YOU'LL GET CALLED FOR PASS INTERFERENCE, AN AUTOMATIC FIRST DOWN.

SEGATM NFL 2K1

SPECIAL TEAMS

THE GAME IS DIVIDED INTO THREE PARTS: OFFENSE, DEFENSE, AND SPECIAL TEAMS. AND WHILE ALL THE ATTENTION IS PLACED ON OFFENSE AND DEFENSE, SPECIAL TEAMS CAN PLAY AN EXCITING AND CRUCIAL ROLE IN THE OUTCOME OF A GAME. THINK OF THE WAY A PUNT OR KICK RETURN FOR A TOUCHDOWN CAN TURN A GAME AROUND AND GET THE FAIRY ON THEIR FEET.

PUNT OR KICK RETURN

PUNT OR KICK RETURNS ARE A LOT ALIKE. THE MAIN OBJECTIVE IS TO MAKE THAT FIRST DEFENDER MISS AND EXPLODE DOWN THE SIDELINES. CONCENTRATE ON MOVING THE BALL STRAIGHT UP THE FIELD RATHER THAN LEFT AND RIGHT; YOU'RE NOT GAINING ANY YARDAGE BY MOVING SIDELINES, AND IT GIVES THE DEFENSE A CHANCE TO GET TO YOU.



IF YOU DON'T GET THE PUNT OR KICK RETURN, IT'S A LOSS.



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IF YOU DON'T GET THE PUNT OR KICK RETURN, IT'S A LOSS.

KICKOFFS AND PUNTS

FIELD POSITION IS A KEY STAT IN THE NFL. HOW FAR DOES THE OFFENSE HAVE TO DRIVE DOWNFIELD FOR THAT SCORE? GIVE YOUR DEFENSE THE BEST CHANCE WITH GOOD KICKOFFS AND PUNTS THAT PIN YOUR OPPONENTS DEEP IN THEIR OWN ZONE.



IF YOU DON'T GET THE PUNT OR KICK RETURN, IT'S A LOSS.



IF YOU DON'T GET THE PUNT OR KICK RETURN, IT'S A LOSS.



IF YOU HAVE A CHANCE OF THE KICK BEING GOOD, GO FOR IT. IF YOU DON'T, GO FOR THE EXTRA POINT.



IF YOU HAVE A CHANCE OF THE KICK BEING GOOD, GO FOR IT. IF YOU DON'T, GO FOR THE EXTRA POINT.

FIELD GOALS AND EXTRA POINTS

YOUR PLACICKER HAS A LOT ON HIS SHOULDERS. YOU'RE IN THE FINAL SECONDS AND A FIELD GOAL WILL WIN THE GAME. THERE ARE 60,000 FANS ON THEIR FEET SCREAMING FOR HIM TO MISS. IT TAKES NERVES OF STEEL TO MAKE THAT KICK IN REAL LIFE. IN NFL 2K7 IT'S UP TO YOU TO LINE IT UP AND PUT IT THROUGH THE UPRIGHTS. THE ARROW DRIFTS THIS YEAR TO MAKE TIMING THE KICK MORE CHALLENGING.

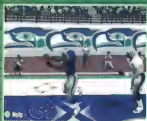


IF YOU HAVE A CHANCE OF THE KICK BEING GOOD, GO FOR IT. IF YOU DON'T, GO FOR THE EXTRA POINT.

IF YOU HAVE A CHANCE OF THE KICK BEING GOOD, GO FOR IT. IF YOU DON'T, GO FOR THE EXTRA POINT.

Two-Point Conversion

IN 1995, THE NFL ADDED THE TWO-POINT CONVERSION. RATHER THAN KICK THE EXTRA POINT, THE OFFENSE CAN GO FOR TWO BY EITHER RUNNING OR PASSING THE BALL INTO THE END ZONE.



IF YOU HAVE A CHANCE OF THE KICK BEING GOOD, GO FOR IT. IF YOU DON'T, GO FOR THE EXTRA POINT.

WHEN DO I GO FOR 2?

WHEN LEADING BY	GO FOR	WHEN TRAILING BY	GO FOR
1	2	1	2
2	1	2	2
3	1	3	1
4	2	4	1
5	2	5	2
6	1	6	1
7	1	7	1
8	1	8	1
9	1	9	1
10	1	10	2
11	1	11	2
12	2	12	2
13	1	13	1
14	1	14	1
15	2	15	1
16	1	16	2
17	1	17	1
18	1		
19	2		
20	1		

... Coach's decision (could go either way)

SEGATM SPORTSTM NFL 2K1

NFL 2K PLAYBOOK

LAST YEAR, NFL 2K OFFERED A COMMON PLAYBOOK—A CORE OFFENSE IF YOU WILL. THIS YEAR, IN NFL 2K1, EACH TEAM HAS ITS OWN UNIQUE PLAYBOOK. HOWEVER, IF YOU'VE GOT A BUNCH OF FAVORITE PLAYS FROM LAST YEAR AND THEY'RE NOT IN YOUR FAVORITE TEAM'S PLAYBOOK THIS YEAR, DON'T WORRY—NFL 2K1 WILL LET YOU SWITCH BACK TO LAST YEAR'S NFL2K PLAYBOOK. EVEN IF YOU ARE GOING TO USE THE CURRENT UNIQUE PLAYBOOKS, FLIP THROUGH THIS CHAPTER TO GET AN UNDERSTANDING OF THE WAY ALL THE PLAYS WORK.



HEAD ON OUT TO THE PRACTICE FACILITY TO WORK ON THE CORE PLAYS. IT'S A GREAT WAY TO LEARN HOW EACH PLAY WORKS.



DROP BACK TO PASS AND AIR IT OUT.



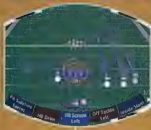
LEARN TO READ THE DEFENSE SO YOU WON'T HAVE TO WORRY ABOUT GETTING HURT IN THE GAME WITH AN INTERCEPTION!

NOTE

- The plays are grouped by formation.
- The routine outlines the movement pattern of the primary receiver or running back. The players with blue lines are options in case the primary receiver is covered.
- PA in a play name stands for play action fake. The QB fakes a handoff to the running back and then throws downfield. Teams do this after running the ball to get the defensive backs to momentarily ignore the receivers and get open.
- The comments about these plays assume that you are using Maximum Passing mode. It's the only way to bust up the defenders' coverage.
- Any directions given about controller movements assume that you are executing the play the way it is shown (not flipped).

TIPS

HB SCREEN LEFT



THREE RECEIVERS LINE UP ON THE RIGHT AND THE SCREEN IS THROWN TO THE LONE HALFBACK TO THE LEFT. CHECK THE DEFENSE; IF THERE IS AN EXTRA DB ON THE LEFT-HAND SIDE, SWING ONE RECEIVER IN MOTION SO YOU CAN GET AN EXTRA BLOCKER.

HB TOSS LEFT



IT'S THE SAME FORMATION AS HB SCREEN LEFT, BUT RATHER THAN A PASS, IT'S A PITCH TO THE HALFBACK. DON'T SEND THE RECEIVER IN MOTION; THIS PLAY DEVELOPS TOO QUICKLY. TAP (X) AS SOON AS THE HANDOFF IS MADE, MAKING THE FIRST TACKLER MISS IS THE KEY.

HB DRAW



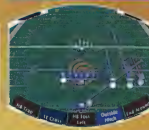
THIS PLAY IS A BASIC DRAW UP THE MIDDLE. FOR THIS PLAY TO WORK, YOUR OFFENSIVE LINE MUST OPEN UP ONE OF TWO HOLES. YOUR CHANCE FOR A BUNCH OF YARDS WILL EITHER BE TO THE LEFT OR RIGHT OF YOUR CENTER.

OFF TACKLE LEFT



YOU MUST HAVE A STRONG OFFENSIVE LINE FOR THIS PLAY TO WORK. THE RECEIVER IN MOTION DOESN'T HELP THE RUN PLAY. YOUR BIGGEST WORRY IS BLOCKING THE OUTSIDE LEFT LINEBACKER. FORGET TO BLOCK HIM AND YOU'LL GET HIT FOR A LOSS.

OUTSIDE HITCH



THE PRIMARY RECEIVER IS THE FAR RIGHT WIDE RECEIVER, WHO RUNS OUT AND COMES BACK TO THE QB. THIS PLAY WORKS BEST AGAINST ZONE DEFENSES WHERE THE CORNERBACKS ARE PLAYING OFF THE RECEIVER. THE BEST WAY TO HIT THE PRIMARY RECEIVER IS TO DUMP THE BALL OFF AS SOON AS IT'S HIKEED. MAKE SURE YOU READ THE DEFENDER THOUGH. IF THE DEFENSE IS IN MAN-TO-MAN RATHER THAN ZONE, IT WILL BE AN INTERCEPTION AND 6 POINTS FOR THE OTHER TEAM.

PB MIDDLE CROSS



THIS PLAY WORKS GREAT WITH MAXIMUM PASSING AND AGAINST ALL DEFENSES. LEAD THE RECEIVER (ANALOG STICK LEFT) AS YOU HIT THE WIDE-OUT (X), FOR A COMPLETION WITH POTENTIAL FOR A BIG RUN AFTER THE CATCH. IF YOU DON'T LEAD HIM, YOU'RE ASKING FOR TROUBLE AS YOU PASS INTO A SEA OF DEFENDERS.

INSIDE SLANT



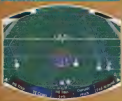
THE PRIMARY RECEIVER CUTS ACROSS THE MIDDLE OF THE FIELD ON THIS PLAY. IF YOU SEND THE PRIMARY WIDE-OUT IN MOTION, HE STILL CUTS ACROSS THE CENTER, RUNNING A MIRROR IMAGE OF HIS PREVIOUS ROUTE. LEAD THE RECEIVER WITH THE ANALOG STICK TO AVOID THE INTERCEPTION. THIS PLAY WORKS EXCEPTIONALLY WELL AGAINST ZONE DEFENSES.

HIB TRAP



THIS IS A GOOD RUN PLAY UP THE MIDDLE THAT SHOULD GET YOU A COUPLE OF YARDS EACH TIME. GIVE THE LINE A SPLIT SECOND TO OPEN A HOLE (EITHER TO THE LEFT OR RIGHT OF CENTER) BEFORE YOU START TAPPING (X).

TEE CROSS



THIS PLAY FEATURES THE TIGHT END MAKING A DIAGONAL CUT FOR THE SIDELINE TO RECEIVE A GOOD SHORT PASS. DON'T LEAD THE RECEIVER TOO MUCH, AS HE'S SLOWER THAN A TYPICAL WIDE-OUT. THE RECEIVER DOWN THE LEFT-HAND SIDE IS ALL ALONE AND WILL BE IN SINGLE COVERAGE AGAINST MOST DB, SO HE'S A GOOD SECONDARY TARGET.

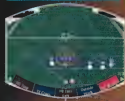
PA SIDELINE SPRINT



IF YOU'VE BEEN RUNNING THE BALL A LOT, THE PLAY ACTION FAKE WILL FREEZE THE SAFETIES FOR A BRIEF MOMENT AND GIVE THE RECEIVER A CHANCE TO GET A STEP ON HIS DEFENDERS. TO COMPLETE THIS PASS, PRESS UP ON THE ANALOG STICK TO SLIGHTLY OVERTHROW YOUR RECEIVER. THIS GETS THE BALL PAST THE DEFENDER (UNLESS HE JUMPS) AND GIVES YOUR RECEIVER THE BEST CHANCE TO MAKE THE PLAY.

PRO SET

END AROUND



THE END AROUND IS A SWEEP BY ONE OF YOUR WIDE RECEIVERS, RATHER THAN THE RUNNING BACK. IT'S KIND OF A GUNNICKY PLAY IN THE NFL AND DOESN'T GET CALLED VERY OFTEN. THE POTENTIAL FOR A LOSS OF YARDAGE IS HIGH. THIS WILL WORK ALL RIGHT AGAINST THE CPU, BUT YOU'LL GET HAMMERED FOR A LOSS AGAINST A FRIEND.

FB BLAST



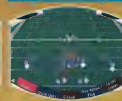
LOOK FOR THE HOLE, BUT YOUR BEST BET IS TO BOUNCE THE FULLBACK OUTSIDE. DON'T SPEND A LOT OF TIME RUNNING LEFT OR RIGHT, THOUGH. THE FULLBACK IS USUALLY A LARGER BACK WHO WANTS TO RUN OVER PEOPLE, NOT A FINESSE RUNNER WITH GREAT SPEED.

FB OFF CENTER



THE FULLBACK CRASHES THROUGH THE CENTER OF THE LINE ON THIS PLAY. RUN AT FULL FORCE AS SOON AS YOU GET THE BALL, AND HOPE THAT YOUR LINE GIVES YOU AN QUINCE OF DAYLIGHT. NORMALLY THIS PLAY IS GOOD FOR A YARD OR TWO, BUT IF THE DEFENSE IS GUESSING IT'S A PASS PLAY, YOU CAN BREAK THIS FOR 7 OR 8 YARDS.

DRAW



THE DRAW IS A SLOW-DEVELOPING PLAY, BUT YOU CAN GET A LOT OF YARDAGE IF YOU RUN IT AGAINST A DEFENSE WITH A SOFT MIDDLE. HIT THE GAP AS QUICKLY AS POSSIBLE, AND BE READY TO HURDLE OVER THE PILE.

DEEP CROSS



THE TRICK WITH THIS PLAY IS TO WAIT FOR THE RECEIVERS TO CROSS PATHS. YOU'LL NEED GOOD PROTECTION UP FRONT FROM YOUR LINE, AND YOU'LL NEED TO LEAD YOUR RECEIVER. WATCH THE SAFETIES AND CORNERS GET JUMBLED UP AS THE RECEIVERS COME TOGETHER. HIT THE ONE WHO HAS THE FEWEST DEFENDERS AFTER THE MIX-UP.

SWEEP RIGHT



GET THE BALL AND MOVE FAST. YOU NEED TO GET OUTSIDE OF THE TIGHT END AND AROUND THE CORNER AS QUICKLY AS YOU CAN.

SLANTS



GOING OVER THE MIDDLE IS ONE OF THE HARDEST THINGS A WIDE RECEIVER HAS TO DO. OFTEN, THE RECEIVER GETS CRUMBED AND THE HIT WINDS UP ON SOME QB'S HIGHLIGHT REEL. LEAD THE RECEIVER TO COMPLETE THE PASS. YOU'LL NEED A WIDE-OUT WITH GOOD HANDS, BECAUSE THE CHANCE OF COUGHING UP THE FOOTBALL IS HIGH ON THIS PLAY.

QUICK CUTS



THIS PLAY FEATURES BOTH WIDE RECEIVERS CUTTING TO THE SIDELINES. IT'S A GREAT PLAY WHEN YOU ARE TRYING TO CONSERVE TIME AND GET YOUR RECEIVERS OUT OF BOUNDS. HIT THE RECEIVER QUICKLY. THE CORNER WILL BE ALL OVER YOUR TARGET IN A HURRY.

G LEAD



THE HOLE ON THIS PLAY WILL BE EITHER ON THE LEFT OR RIGHT OF THE RIGHT GUARD (THE PLAYER NEXT TO THE CENTER). THE PLAY SHOULD BE GOOD FOR A YARD OR TWO, WITH THE POTENTIAL FOR A BIG TO YARD BURST IF THE LINEMEN CAN HIT THEIR BLOCKS QUICKLY.

TE CORNER



THE TIGHT END HEADS UPFIELD AND THEN MAKES A CUT ON AN ANGLE TO THE RIGHT. THIS WORKS WELL AGAINST SOME DEFENSES. PRESS UP ON THE ANALOG STICK TO SLIGHTLY OVERTHROW YOUR TARGET ON THIS PLAY. IT KEEPS THE BALL OUT OF REACH OF THE LINEBACKER COVERING THE TIGHT END.

PA FLAG



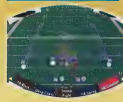
THE WIDE-OUT RUNS UPFIELD AND THEN CUTS TO THE SIDELINE. THE PLAY ACTION GIVES YOUR RECEIVER A STEP, SO GET RID OF THE BALL AS QUICKLY AS YOU CAN FOR MAXIMUM EFFECT. OVERTHROW YOUR TARGET, AS THE RECEIVER SHOULD BE BEHIND THE DEFENDER THANKS TO THE PLAY ACTION.

HB SWING



HB SWING IS A PASS TO YOUR HALFBACK AS HE COMES AROUND THE CORNER. HIT HIM QUICKLY AND DON'T LEAD HIM. IF YOU WAIT TOO LONG, THE LINEBACKERS WILL GET BETWEEN YOU AND HIM AND KNOCK THE PASS DOWN. IF YOU LEAD THE RECEIVER, HE'LL HAVE TO DIVE AND YOU WON'T GAIN ANY YARDAGE.

HB COUNTER



THE HALFBACK COUNTER IS A GOOD PLAY THAT WILL CATCH THE DEFENSE OFF GUARD. LEAVE THE TIGHT END ON THE LEFT SIDE, AND QUICKLY GET UPFIELD WITH YOUR RUNNER. THIS PLAY IS GOOD FOR AT LEAST 3-4 YARDS EVERY TIME.

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ACE

HB COUNTER LEFT



THIS PLAY WORKS IF YOU NEED A QUICK YARD OR TWO. THE SAFE BET IS TO HIT THE HOLE BETWEEN THE LEFT GUARD AND TACKLE. IF THAT DOESN'T LOOK PROMISING, YOU CAN BOUNCE OUTSIDE THE TACKLE AND TRY A BABY SWEEP TO GET UPFIELD. IT ALL DEPENDS ON HOW GOOD YOUR LEFT WIDE-OUT IS AT BLOCKING. (THOUGH, THAT CORNERBACK CAN TAKE THE DIFFERENCE BETWEEN A LOSS OF A COUPLE AND A GAIN OF A COUPLE.

G LEAD RIGHT



GET TO THE HOLE ON THE RIGHT SIDE OF THE LINE AS QUICKLY AS YOU CAN. THE PLAY IS GOOD FOR A YARD OR TWO, BUT IF THE OFFENSIVE LINE DOES ITS JOB, YOU CAN BREAK THIS PLAY FOR BIG YARDAGE.

CENTER DRAW



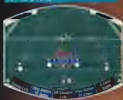
IF YOUR CENTER CAN HOLD THE BLOCK ON THE MIDDLE LINEBACKER LONG ENOUGH, THIS PLAY WILL GET YOU BIG YARDAGE. RUN RIGHT AT THE CENTER AND CUT LEFT OR RIGHT BASED ON WHERE THE HOLE OPENS.

BOUNCE OUTSIDE



BOUNCE OUTSIDE IS A NICE LITTLE KICKING PLAY THAT SPREADS THE DEFENSE AND ALLOWS YOUR BACK TO GAIN ABOUT 5 YARDS. GET OUTSIDE OF THE RIGHT TIGHT END AND RUN UPFIELD AS QUICKLY AS YOU CAN.

PA TE DRAG



THIS PLAY CAN GET YOU A LOT OF YARDAGE (ASSUMING YOU HIT THE PRIMARY RECEIVER), BUT IT IS USUALLY GOOD FOR 3-5 YARDS. IF THE DEFENSE IS IN A SOFT COVER FORMATION, YOU CAN GET A FIRST DOWN.

PA TE CROSS



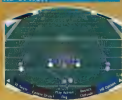
THIS PLAY GETS YOU A LOT OF YARDAGE EVERY TIME. THE TIGHT END GOES UP ABOUT 7 YARDS, AND CUTS ACROSS THE MIDDLE. LEAD THE RECEIVER A BIT AND YOU'LL CATCH HIM IN THE OPEN FOR THE FIRST-DOWN GRAB.

PA WIDE



THE WIDE-OUT GOES UP 10 YARDS AND CUTS ACROSS THE MIDDLE. WITH THE PLAY ACTION FAKE, YOU SHOULD BE OPEN. IF YOU ARE, LEAD THE PRIMARY RECEIVER FOR THE COMPLETION AND FIRST-DOWN. IF YOU'RE NOT, UNDERTHROW HIM (OPPOSITE THE DIRECTION HE'S RUNNING) FOR A 7- OR 8-YARD COMPLETION.

HB OPTION



ON THIS PLAY THE HALFBACK GETS THE HANDOFF FROM THE QB AND THEN THROWS THE BALL DOWNFIELD. THE TARGET RECEIVER IS THE TIGHT END CUTTING ACROSS THE MIDDLE. DON'T TRY ANYTHING FANCY. THE BACK DOESN'T THROW OFTEN AND THERE'S A REASON FOR IT. IF YOU TRY LEADING THE RECEIVER, THE BALL COULD GO ANYWHERE.

SPECIAL

TE SEAM



THE TIGHT END IS MY FAVORITE TARGET, AND THIS IS ONE OF MY FAVORITE PLAYS. IT'S A ZONE BUSTER THAT FEATURES THE TIGHT END RUNNING A DEEP ROUTE, OVERTHROW THE RECEIVER (UP ON THE ANALOG STICK) AFTER HE'S MADE THE CUT OFFFIELD. THE BALL DROPS IN OVER HIS SHOULDER AND HE MAKES THE CATCH IN STRIDE FOR A BIG GAIN.

SWEEP LEFT



THE SWEEP LEFT IS ALL ABOUT GETTING AROUND THE CORNER AS FAST AS YOU CAN AND THEN TURNING UPFIELD. THIS PLAY ONLY WORKS IF YOU HAVE A RUNNING BACK WITH ABOVE-AVERAGE SPEED. IT SHOULD NET YOU ABOUT 3-5 YARDS PER PLAY.

MIDDLE DELAY



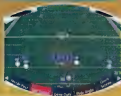
THIS PLAY ALL DEPENDS ON HOW WELL YOUR CENTER CAN BLOCK. IF HE CAN HOLD OFF HIS DEFENDER FOR LONG ENOUGH, YOU CAN NET 5-7 YARDS. IF HE DOESN'T, 1-3 YARDS WILL LIKELY BE THE OUTCOME.

INSIDE POST



THE PLAY IS DRAWN UP TO HIT THE SLOT RECEIVER AS HE CUTS TO THE MIDDLE OF THE FIELD. DON'T WAIT THAT LONG. IT'S NOT WORTH IT—MOST DEFENSES LEAVE THE MIDDLE OF THE FIELD IN DOUBLE COVERAGE, AND WAITING THAT LONG LEAVES YOU OPEN FOR A SACK. HIT THE RECEIVER QUICKLY AND YOU CAN STILL GET A FIRST DOWN FROM THIS PLAY.

OFF TACKLE



THE KEY TO AN OFF TACKLE PLAY IS GETTING OUTSIDE AND UPFIELD IN A HURRY. BOUNCE OUTSIDE OFF THE TIGHT END ON THE RIGHT. NORMALLY IT'S GOOD FOR A COUPLE OF YARDS, BUT YOU CAN BREAK IT FOR 5-7 IF THE BLOCKERS HOLD FOR AN EXTRA SECOND.

HB SCREEN



THE HALFBACK SCREEN IS A GOOD PLAY THAT IS HARD TO DEFEND. BY GETTING THE BALL TO THE BACK QUICKLY, HE SHOULD BE ABLE TO TURN THE CORNER FOR 3-5 YARDS. THIS PLAY DOESN'T WORK WELL IF YOU HAVE A LEFT-HANDED QB, BECAUSE HE AS HE HAS TO COMPLETELY TURN TO MAKE THE PASS.

CROSS MIDDLE



THE CROSS MIDDLE IS A GOOD PLAY THAT CAN GET YOU FIRST-DOWN YARDAGE. LEAD THE RECEIVER AS HE COMES ACROSS THE MIDDLE TO INCREASE YOUR CHANCES OF COMPLETING THE PASS.

WIDE RIGHT



WIDE RIGHT IS A GREAT RUNNING PLAY. IF YOU NEED ABOUT 4-5 YARDS, LEAD THE TIGHT END ON THE SIDE HE STARTS AT. (DON'T SEND HIM IN MOTION) AND GO. GET THOSE YARDS. IF YOU CAN MAKE THE FIRST TACKLER MISS, 10-YARD GAINS ARE POSSIBLE.

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QUICK SCREEN



THIS PLAY WORKS AS DESIGNED WHEN THE DEFENDER GIVES THE RECEIVER A KUSHION. IF THE CORNERBACK IS UP ON THE LINE OF SCRUMMAGE, YOU'LL HAVE TO MODIFY IT JUST A LITTLE. WHEN THE BALL IS SNAPPED, IMMEDIATELY PASS THE BALL, PRESSING THE ANALOG STICK INTO THE UPPER LEFT-HAND CORNER. THE RECEIVER WILL MAKE THE CATCH AND IMMEDIATELY GET TACKLED, BUT IT'S GOOD FOR A 10-YARD KICKOFF.

FLY IN LEFT



FOR THIS PLAY TO WORK, YOU HAVE TO GET THE OUTSIDE LINEBACKER OUT OF THE WAY. SEND THE TIGHT END IN MOTION TO OPEN UP THE FIELD. A STUTTER STEP AT THE START OF THE PLAY HELPS GET YOUR BLOCKERS INTO POSITION.

DEEP OUTS



THIS PLAY IS A MAN-TO-MAN BUSTER THAT IS GOOD FOR A FIRST DOWN. AFTER THE BALL IS SNAPPED, MOVE THE ANALOG STICK TO THE UPPER RIGHT TO LEAD AND OVERTHROW THE RECEIVER. YOU CAN DROP THE BALL OVER THE WIDE-OUT'S SHOULDER FOR THE CATCH. THIS IS A GREAT PLAY TO USE WHEN TIME IS RUNNING OUT AND YOU NEED TO GET A COMPLETION AND STOP THE CLOCK.

OUTSIDE POST



OUTSIDE POST IS A GREAT TO-BACK PLAY THAT CAN TURN INTO A BIG ONE. WAIT FOR THE RECEIVER TO CUT TO THE MIDDLE OF THE FIELD, AND LEAD HIM (ANALOG STICK UP AND A SHADE TO THE LEFT). HE'LL BE BEHIND THE CORNER AND UNDER THE SAFETY, AND IF YOU CAN SHAKE ONE DEFENDER IT'S LIVE TO THE RACES AND THE SCORE. THE WIDE-OUT RUNNING THE FLY PATTERN ON THE LEFT-HAND SIDELINE IS A GREAT SECONDARY RECEIVER.

GOAL LINE

FLY RECIVES



THIS PLAY IS USED FOR A QUICK SCORE. TEAMS WILL RUN THE FLY ROUTE RIGHT AFTER A TURNOVER TO PUT A DAGGER INTO THE HEART OF THEIR OPPONENTS. LEAD THE PRIMARY RECEIVER (ANALOG STICK STRAIGHT UP) TO COMPLETE THE PASS. IF THE SAFETY DOUBLE COVERS THE PRIMARY RECEIVER, CATCH THE SLOT RECEIVER ON THE LEFT COMING ACROSS THE FIELD ON THE SLANT PATTERN. HE'S GOING TO BE IN SINGLE COVERAGE, SO IT'S A GREAT WAY TO GAIN A TON OF YARDAGE IF THE PRIMARY WEAPON IS COVERED.

LEFT SCREEN



THIS PLAY IS GOOD FOR WHEN YOU ONLY NEED A YARD OR TWO (THAT'S WHY IT'S CALLED A GOAL-LINE PLAY). THE HALF-BACK SWINGS OUT INTO THE FLAT ON A MARKED SCREEN (THE FULLBACK BLOCKS THE OTHER WAY). THE KEY TO THE PLAY IS GETTING AROUND THE CORNER QUICKLY AND GETTING UPFIELD. DON'T RUN LEFT OR RIGHT FOR LONG—YOU NEED TO GET ACROSS THE LINE OF SCRUMMAGE.

FB TRAP



GET TO THE HOLE IN A HURRY! THE FULLBACK NEEDS TO RUN STRAIGHT AHEAD AS FAST AS HE CAN TO GAIN THE NECESSARY YARDAGE ON THIS PLAY. CHARGING UP (HOLDING Δ) AND PRESSING (\square + \square) IS A GOOD WAY TO BOWL OVER THE FIRST DEFENDER.

FB LEAD



FOR THIS PLAY TO WORK, YOU NEED A GOOD BLOCK BY THE FULLBACK, AND THE HALFBACK NEEDS TO RUN RIGHT UP HIS BACK. LEAVE THE MOTION MAN ALONE; HE'LL ONLY CONFUSE THINGS IF YOU TRY TO BRING HIM ACROSS THE FIELD. IT SHOULD BE GOOD FOR A COUPLE OF YARDS.

FB DIVE



THE FB DIVE IS A LOT LIKE THE FB TRAP HIT THE HOLE (THIS TIME TO THE RIGHT OF CENTER) CHARGED UP (HOLD **○**) AND PRESS (**□** + **○**) TO GIVE A SHOULDER BLAST TO THE FIRST DEFENDER.

TOSS RIGHT



TOSS PLAYS GIVE THE RUNNING BACK THE BEST CHANCE TO TURN THE CORNER. WATCH THE BLOCK YOUR WIDE RECEIVER IS SETTING TO DICTATE WHERE YOU NEED TO RUN. IF HE'S HOLDING THE CORNER, BACK INSIDE, GO TOWARD THE SIDELINE. IF THE CORNERBACK HAS HIM PUSHED OUTSIDE, CUT BACK TOWARD THE MIDDLE.

TE PLAYS



IF YOU ARE GOING TO CHECK OFF FROM THE PRIMARY RECEIVER, DO SO EARLY. WITH BOTH WIDE-OUTS CURLING BACK TOWARD THE MIDDLE, THE CENTER OF THE FIELD WILL GET CROWDED IN A HURRY. BUT IF THE MIDDLE IS CROWDED, THAT MEANS THE TIGHT END HEADING FOR THE SIDELINES SHOULD BE OPEN FOR A MOMENT. LEAD HIM A LITTLE (ANALOG STICK TO THE RIGHT AND UP A SHADE) TO

QUICK FB



IT'S THIRD AND INCHES AND YOU NEED THE FIRST DOWN TO KEEP THE DRIVE ALIVE. YOU LINE UP IN THE GOAL LINE (BECAUSE THAT'S WHAT YOUR OPPONENT IS EXPECTING), BUT THE RECEIVER RUNS A KEY PATTERN DOWN THE SIDELINE IN SINGLE COVERAGE FOR A BIG GAIN. THAT'S THE THEORY BEHIND THIS PLAY. TO MAKE IT WORK, LEAD THE RECEIVER (ANALOG STICK STRAIGHT UP). THE TWO TIGHT ENDS ARE TO SET A SHOTGUN & BLOCK AS BACKUP.

BOOTLEG



THERE ARE TWO OUTCOMES TO THE OR BOOTLEG: A PLAY FOR LITTLE OR NO GAIN, OR A BIG PLAY. IF THE DEFENSE DOESN'T SEE IT COMING, YOU CAN SCRAMBLE DOWN THE LEFT SIDE OF THE LINE AND GAIN BIG YARDSAGE TRY A POINT BACK (**□** + **○**) TO GIVE THE DEFENSE SOMETHING TO THINK ABOUT.

HB CENTER BLAST



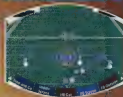
THE HB CENTER BLAST IS A SLOW-DEVELOPING PLAY. THE HANDOFF TAKES A SECOND OR TWO TO HAPPEN, WHICH YOU DON'T WANT ON THE GOAL LINE OR WHEN THE YARDSAGE MATTERS. COMPENSATE FOR IT BY RUNNING AT FULL SPEED AS YOU HIT THE LINE AND TRY A SHOULDER CHARGE (**□** + **○**) TO GET PAST THE FIRST DEFENDER.

FB OUTSIDE



THE FULLBACK RUNS OUTSIDE OF THE LEFT END ON THIS PLAY. YOU HAVE TO RUN OVER THE FIRST DEFENDER BECAUSE THE FULLBACK IS NOT AS FAST AS THE WIDEBACK.

FB SCREEN



THE PRIMARY RECEIVER IS THE HALFBACK SWINGING TO THE FLAT ON THE RIGHT-HAND SIDE OF THE FIELD. LET THE PLAY DEVELOP FOR A COUPLE OF SECONDS TO ALLOW HIM SOME TIME TO GET OPEN. LEAD THE RECEIVER JUST A tad (ANALOG STICK A LITTLE UP AND TO THE RIGHT) TO COMPLETE THE PLAY.

TE CURL



IF THE DEFENSE IS IN ZONE COVERAGE, WAIT FOR THE TIGHT END TO COMPLETE HIS ROUTE, THEN DUMP A PASS TO HIM. (YOU WON'T GET ANY RUN AFTER THE CATCH)—THE TIGHT END IS GOING TO GET DROPPED RIGHT AFTER HE CATCHES THE BALL. IF THEY ARE IN MAN-TO-MAN COVERAGE, LEAD THE RECEIVER (ANALOG STICK UP AND TO THE RIGHT) AND YOU'LL HIT HIM IN STRIDE FOR A COUPLE OF EXTRA YARDS.

HB GUT



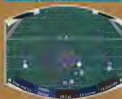
FOLLOW THE FLOW OF THE PLAY. RUN TO THE LEFT SIDE OF THE LINE AND HIT IT AT FULL SPEED. DON'T SPEND TIME RUNNING LEFT AND RIGHT; YOU NEED TO GET BEYOND THE LINE OF SCRIMMAGE IN A HURRY.

VERTICAL SLANT



ON THIS PLAY, BOTH WIDE-OUTS ARE RUNNING SLANT PATTERNS AND THE TIGHT END MAKES A REELING FOR THE RIGHT SIDELINE. WAITING FOR THE TWO RECEIVERS TO CROSS TAKES TOO LONG; UNLESS YOU HAVE A GREAT OFFENSIVE LINE, SO HIT THE PRIMARY RECEIVER IN A HURRY. AS SOON AS THE BALL IS SHIPPED, FIRE A PASS TO THE WIDE-OUT ON THE LEFT FOR THE COMPLETION. IF THE DEFENSE IS IN MAN-TO-MAN COVERAGE, YOU RUN THE RISK OF AN INTERCEPTION.

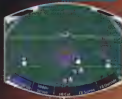
MIDDLE SCREEN



MIDDLE SCREEN IS A GOOD FIRST-DOWN PLAY. LEAD THE HALFBACK COMING OUT OF THE BACKFIELD (ANALOG STICK UP) AND HE'LL CATCH THE BALL JUST AS HE PASSES THE 10-YARD MARKER. IF THE DEFENSE IS STACKED ON THE LEFT-HAND SIDE, LEAD THE HALFBACK (ANALOG STICK LEFT) TO COMPLETE THE PASS TO HIM AS HE'S STREAKING FOR THE SIDELINE.

WILLY

STOP AND GO



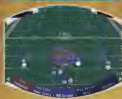
THE RECEIVERS HAVE A HITCH IN THEIR ROUTES. WAIT FOR THE PLAY TO DEVELOP AND LEAD THE RECEIVER (ANALOG STICK UP AND A HAIR TO THE RIGHT) TO CATCH THIS RECEIVER STREAKING DOWN THE SIDELINES FOR THE SCORE.

TE SCREEN



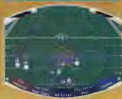
THE TE SCREEN IS A GOOD PLAY AGAINST A ZONE DEFENSE OR WHEN YOU ONLY NEED ABOUT 4 YARDS. TO HIT THE PRIMARY RECEIVER (THE TIGHT END) LEAD HIM (ANALOG STICK RIGHT AND UP A SHADEL). THE OTHER RECEIVERS ARE YOUR WIDE-OUTS WHO RUN FLY PATTERNS UP THE SIDELINES. IF YOU NEED TO CHECK OFF THE TIGHT END, LOOK TO THE WIDE-OUT ON THE LEFT AND LEAD HIM (ANALOG STICK UP AND TO THE LEFT) FOR A BUNCH OF YARDAGE.

WR SCREEN



IF THE CORNERBACK ON THE LEFT SIDE OF THE SCREEN IS PLAYING UP AT THE LINE OF SCRIMMAGE, THINK ABOUT CALLING AN AUDIBLE OR HITTING ONE OF THE OTHER RECEIVERS. THIS PLAY IS DESIGNED TO BE A QUICK PASS TO THE LEFT-SIDE RECEIVER, BUT IF YOU MAKE THE PASS QUICKLY, IT WILL EITHER BE KNOCKED DOWN OR INTERCEPTED. A BETTER BET IS EITHER TO DUMP THE BALL OFF TO A RUNNING BACK OR HIT THE RIGHT WIDE-OUT RECEIVER ON THE FLY PATTERN UP THE SIDELINE.

HITCHES



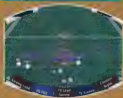
HITCHES IS A QUICK PASS TO THE WIDE RECEIVER ON THE FAR LEFT SIDE. AFTER GOING OUT ABOUT 10 YARDS, THE PRIMARY TARGET TURNS BACK TO THE QB FOR THE BALL. TIME THIS JUST RIGHT TO GIVE YOURSELF THE BEST CHANCE AT A COMPLETION. GET THE BALL TO THE RECEIVER AT THE MOMENT HE TURNS AROUND. IF THE COVERAGE IS UNDERNEATH (BETWEEN THE QB AND THE WIDE-OUT), LEAD THE PASS TO THE OUTSIDE (ANALOG STICK UP AND TO THE LEFT) FOR THE COMPLETION.

FB LEAD SWEEP



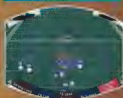
FB LEAD SWEEP IS A RUNNING PLAY WHERE THE FULLBACK LEADS THE BLOCKING CHARGE FOR THE HALFBACK. DON'T SEND THE TIGHT END IN MOTION TO USE HIM AS AN EXTRA BLOCKER; WE'LL JUST CONFUSE THINGS. WATCH FOR THE HOLE YOUR FULLBACK OPENS AND BE PREPARED TO CUT INSIDE OR OUTSIDE DEPENDING ON HIS BLOCK.

FB PLAY



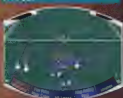
ESSENTIALLY THIS IS A SCREEN TO THE FULLBACK TO THE LEFT SIDE OF THE LINE. GIVE THE FULLBACK A SECOND OR TWO TO GET SOME RUNNING ROOM AND THEN HIT HIM WITH THE PASS. DON'T LEAD HIM, AND AS SOON AS THE PASS IS COMPLETE, TURN HIM UPFIELD. THE SAFETY IS REALLY THE ONLY MAN YOU HAVE TO BEAT FOR A BIG GAIN.

COUNTER RIGHT



THE INITIAL BLOCKING SCHEME IS A PUSH TO THE LEFT AND THE BALL CARRIER (HALFBACK) CUTS BACK AGAINST THE GRAIN AND RUNS TO THE RIGHT. WATCH FOR THE HOLE; IT OPENS EITHER TO THE INSIDE OR OUTSIDE OF THE TIGHT END. IF THE DEFENSE LOOKS STACKED TO THE LEFT-HAND SIDE, SEND THE TIGHT END IN MOTION TO CLEAR ANOTHER LINERBACKER OUT OF THE PICTURE.

PA POST



THE PRIMARY RECEIVER GOES UP ABOUT 20 YARDS AND THEN CUTS TO THE MIDDLE. FOR A SUCCESSFUL PLAY, READ THE SAFETY. IF HE'S PLAYING CENTER FIELD, LEAD THE RECEIVER (ANALOG STICK UP) TO SEND HIM DEEPER. YOUR ALTERNATE RECEIVERS ARE THE TIGHT END RUNNING A BEELINE TO THE SIDELINE AND THE SLOV RECEIVER RUNNING ACROSS THE MIDDLE 3 YARDS DOWNFIELD.

STRONG LEAD



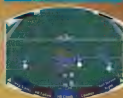
THE PLAY DEVELOPS WITH STRONG BLOCKS ON THE RIGHT-HAND SIDE OF THE LINE. THE UNCHAINS ARE THE BLOCKS DELIVERED BY YOUR TIGHT END AND FULLBACK. IF THEY CAN HOLD THEIR BLOCKS, YOU CAN CURL AROUND THE CORNER FOR A 4-5 YARD PICKUP. IF THE DEFENDER GETS THROUGH THEN, YOU COULD WIND UP BEING THROWN FOR A LOSS.

COUNTER



YOU CAN BREAK THIS PLAY FOR BIG GAINS. FOLLOW YOUR BLOCKERS AS THEY MOVE FROM RIGHT TO LEFT, AND THEN TURN THE CORNER DANCE THEY LOCK HORNS WITH THE DEFENDERS. THE KEY BLOCK ON THIS PLAY IS THE ONE THROWN DOWNFIELD BY YOUR WIDE RECEIVER. IF HE HOLDS OFF THE CORNERBACK, YOU CAN TURN IT UPFIELD FOR A 10+ YARD GAIN.

HB CHECK



HB CHECK IS A SCREEN PLAY TO THE HALFBACK. DON'T LEAD THE RECEIVER. YOUR RECEIVER WILL BE BEHIND THE LINE OF SCRIMMAGE WHEN HE GETS THE PASS. SO MAKE SURE HE GETS UPFIELD IN A HURRY.

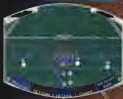
HB FOLLOW



THIS PLAY IS A SIMPLE DIVE UP THE GUT WITH THE FULLBACK AS THE LEAD BLOCKER FOR THE HALFBACK. YOU WILL BE LUCKY TO GET A YARD OR TWO OUT OF THIS PLAY, AND THE POTENTIAL FOR GETTING HIT FOR A LOSS IS HIGH. BE CAREFUL WHEN YOU CALL THIS PLAY.

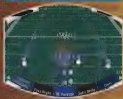
SEGA™ SPORTS™ NFL 2K1

DEEP SLANTS



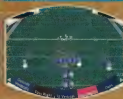
THE PRIMARY RECEIVER ON THIS PLAY IS THE RIGHT SIDE WIDE-OUT. HE CUTS TO THE SIDELINE AND THEN WORKS BACK TO THE MIDDLE. YOUR BEST CHANCE TO COMPLETE THE PASS IS TO THROW THE BALL AS SOON AS YOU HEAR IT AND OVERWATCH HIM (ANALOG STICK PRESSED UP). THE PASS WILL BE COMPLETED FOR ABOUT 30 YARDS AND THE RECEIVER WILL GET TACKLED AS SOON AS HE GETS THE BALL.

TE VERTICAL



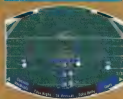
ANYTIME THE TIGHT END IS RUNNING DEEP UP THE MIDDLE, IT'S GOT TO BE A GOOD THING. WAIT UNTIL THE TIGHT END HAS FINISHED CUTTING ACROSS THE MIDDLE AND TURNS UPFIELD, THEN MAKE THE PASS. LEAD HIM (ANALOG STICK UP), AND YOU'VE GOT A NICE 12-15-YARD PASS PLAY. YOUR ALTERNATE RECEIVERS ARE RUNNING FLY PATTERNS UP EACH SIDELINE. HELP FREE UP THE TIGHT END WITH A QUICK PUMP FAKE (DP C).

SPLIT BELLY



SPLIT BELLY IS A STRAIGHT RUN PLAY UP THE GUT. YOU CAN EXPECT A 2-3 YARD GAIN ON THIS PLAY UNLESS THE OFFENSIVE LINE MAINTAINS ALL OF THEIR BLOCKS. WATCH FOR THE HOLE AND HIT THE OPENING AT FULL SPEED TO MAKE THIS A LINGER GAIN.

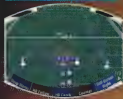
OUTS



ONCE YOU HAVE THE BALL, COUNT TO THREE SLOWLY AND PASS THE BALL TO THE PRIMARY RECEIVER WITH A LITTLE BIT OF A LEAD (ANALOG STICK TO THE LEFT). ONCE THE PASS IS COMPLETE, HEAD UPFIELD. WITH THE SAFETIES COVERING THE TIGHT END AND THE OTHER WIDE RECEIVER (WHO IS GOING DEEP UP THE RIGHT-HAND SIDE), YOU SHOULD HAVE ONLY ONE MAN TO BEAT FOR A BIG 20+ YARD GAIN.

DUMPS

ROLL SCREEN RIGHT



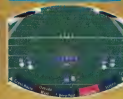
ON A QB ROLL-OUT, REMEMBER TO HOLD DOWN (K) TO MAKE SURE YOU CAN EXECUTE ALL OF THE RUNNING MOVES (SPIN, HURDLE, AND SPEED BURSTS). THIS PLAY SHOULD GET YOU ABOUT 3-5 YARDS.

QB TOSS RIGHT



GET THE PITCH FROM THE QB AND GET OUTSIDE THE KEYS TO THIS PLAY ARE GETTING AROUND THE CORNER AND THE RECEIVER HOLDING HIS BLOCK DOWNFIELD. IF YOU GET BOTH OF THOSE THINGS, YOU CAN TURN THIS PLAY INTO A 10-YARD GAIN.

HB DELAY



IF THE DEFENSE IS IN A DOME OR MICKEL PACKAGE, THIS PLAY HAS A CHANCE. WITH FOUR WIDE-OUTS, THERE AREN'T ENOUGH BLOCKERS TO PICK UP THE LINEBACKERS AND YOU'LL GET HIT FOR A LOSS. SO IF THE MIDDLE LINEBACKER IS PLAYING UP AT THE LINE, CALL AN AUDIBLE OR A TIME-OUT. IF THE DEFENSE IS IN ONE OF THOSE PACKAGES, ALL YOU HAVE TO DO IS GET THROUGH THE LINE AND YOU SHOULD BE ABLE TO MOVE THE BALL DOWN THE FIELD.

DEEP POST



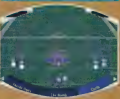
WAIT FOR THE PRIMARY RECEIVER TO MAKE HIS CUT TO THE SIDELINE (AFTER ABOUT TWO SECONDS) AND THEN THROW THE PASS. IF YOU LEAD HIM (ANALOG STICK LEFT AND A SHADE UP) YOU CAN COMPLETE THE PASS FOR ABOUT A 10-YARD PICKUP. THIS IS A GOOD PLAY WHEN TIME IS RUNNING OUT AND YOU WANT TO STOP THE CLOCK, BECAUSE YOUR RECEIVER'S MOMENTUM WILL CARRY HIM OUT OF BOUNDS.

CROSS ROUTE



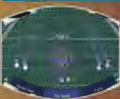
THE CROSS ROUTE IS A GOOD SHORT-RANGE PASS. IT'S A GOOD PLAY FOR WHEN YOU HAVE FEWER THAN 7 YARDS TO GO ON THIRD DOWN. WAIT FOR THE PRIMARY RECEIVER TO GET ABOUT HALFWAY ACROSS THE MIDDLE, THEN DELIVER HIM THE BALL (ANALOG STICK SLIGHTLY TO THE LEFT). YOU WON'T GET MANY YARDS AFTER THE CATCH, BUT IT'S A GOOD PLAY. DON'T CALL THIS PLAY WHEN YOU ARE SHORT ON TIME; THERE'S NO WAY YOU CAN MAKE IT TO THE SIDELINES.

CURLS



THIS PLAY IS DESIGNED TO HIT THE WIDE-OUT AS HE CURLS BACK TO THE QB. AGAINST A GOOD CORNER IN MAN-TO-MAN COVERAGE, COMPLETING THE PASS TO A PRIMARY RECEIVER WILL NOT HAPPEN. IF THE DEFENSE IS IN MAN-TO-MAN, CHECK OFF TO THE LEFT SIDE SLOW RECEIVER (X) WHO IS THE LONE RECEIVER IN THE MIDDLE. HE SHOULD BE OPEN.

THE BOMB



WITH FOUR RECEIVERS RUNNING FLY PATTERNS DOWN THE SIDELINES, SOMEONE HAS TO BE OPEN. RIGHT? WELL, YES, SOMEONE SHOULD BE. OVERTHROW THE RECEIVER (ANALOG STICK UP) TO COMPLETE THE BOMB FOR BIG YARDAGE. (ONE SIDE OF THE FIELD SHOULD HAVE MORE DEFENDERS THAN THE OTHER. AVOID THAT SIDE AND PICK ANOTHER RECEIVER IF YOU HAVE TO.)

SCREEN



WITH FOUR WIDE-OUTS, THE DEFENSE AT THE LINE OF SCRIMPAGE IS SPREAD PRETTY THIN AND A SCREEN PLAY WILL WORK. GIVE THE PLAY A COUPLE OF SECONDS TO DEVELOP SO THE SAFETIES WILL BE OUT OF RANGE TO HELP OUT ON THIS LITTLE DINK PASS. IF YOU CAN MAKE THE LINEBACKER COVERING YOUR HALFBACK MISS, YOU WILL BE ABLE TO TURN UPFIELD FOR 10+ YARD GAIN.

SHOTGUN

OUTSIDE BLAST



OUTSIDE BLAST IS A QUICK RUN BY THE HALFBACK OFF THE RIGHT SIDE. IF THE DEFENSE ISN'T IN A NICKEL OR DIME PACKAGE, YOU COULD BE IN TROUBLE. THERE AREN'T ENOUGH GUYS ON THE LINE TO ACCOUNT FOR A NORMAL SET OF THREE LINEBACKERS AND YOU'LL GET PLUSTERED IN THE BACKFIELD FOR A LOSS.

INSIDE CORNER



WAIT FOR THE TIGHT END TO CUT TO THE SIDELINE ON THIS PLAY, THEN DELIVER HIM THE BALL. YOU DON'T NEED TO LEAD HIM; A STRAIGHT PASS SHOULD FIND THE RECEIVER ON THIS PLAY, WHICH IF COMPLETED, SHOULD BE WORTH ABOUT 12 YARDS.

G-LEAD LEFT



THIS IS A DELAYED HANDOFF TO THE HALFBACK FROM THE SHOTGUN FORMATION. AS WITH ALL OUTSIDE RUNNING PLAYS, THE KEY IS TO MAKE THE FIRST GUY MISS HIS TACKLE. IF YOU CAN DO THAT, YOU SHOULD BE IN FOR A 5-7 YARD GAIN. MAKE SURE YOU WAIT UNTIL YOU ARE OUTSIDE THE LEFT TACKLE BEFORE YOU TURN IT UPFIELD.

SEGATM SPORTS NFL 2K1

CORNERBACK



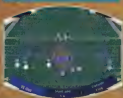
AGAINST A ZONE DEFENSE, THIS PLAY WILL WORK AS DESIGNED. BUT AGAINST GOOD MAN-TO-MAN DEFENSE, MAKE A MINOR MODIFICATION. ONCE THE BALL IS SNAPPED, WAIT FOR ABOUT A SECOND, THEN THROW THE BALL TO THE PRIMARY RECEIVER AND OVERTHROW HIM (ANALOG STICK UP). THIS TURNS HIS ROUTE MORE INTO A X-Y PATTERN AND HE CAN GET OPEN. THE SLOT RECEIVER CUTTING ACROSS THE MIDDLE IS A GOOD BACKUP IF THE PRIMARY RECEIVER IS COVERED.

WIDE STREAK



THE PRIMARY RECEIVER ON THIS PLAY IS THE WIDE RECEIVER RUNNING UP THE LEFT SIDELINE. YOU CAN COMPLETE THE PASS TO HIM BY LEADING HIM (ANALOG STICK UP AND SLIGHTLY TO THE LEFT), OR YOU CAN HIT THE TIGHT END (ANALOG STICK UP). THERE IS GOOD POTENTIAL FOR RUN AFTER THE CATCH WITH THE TIGHT END.

TE OUT



WAIT FOR THE TIGHT END TO MAKE HIS CUT TO THE SIDELINE ON THIS PLAY, THEN GET HIM THE BALL. YOU'LL HAVE TO LEAD HIM A LITTLE (ANALOG STICK ABOUT HALFWAY TO THE LEFT) TO COMPLETE THE PASS. THIS IS A GOOD PLAY AGAINST MAN-TO-MAN AND ZONE DEFENSES THAT USUALLY NETS ABOUT 10 YARDS.

SLANT AND GO



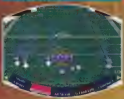
YOU'VE GOT TWO CHANCES TO HIT YOUR PRIMARY RECEIVER ON THIS PLAY. AS SOON AS THE BALL IS HIRED, YOU CAN THROW THE BALL AND HIT HIM ON THE SLANT PART OF THIS PATTERN. IF THE DEFENSE IS IN A ZONE MODE, OR THE DEFENSE IS PLAYING SORT OFF THE LINE OF SCRIMPAGE, THIS IS THE BEST WAY TO COMPLETE THE PASS. IF THEY ARE UP ON THE LINE, WAIT A COUPLE OF SECONDS FOR THE WIDE-OUT TO TURN UPFIELD AND OVERTHROW IT (ANALOG STICK UP) TO CATCH HIM ON THE OUT PART OF THE PLAY.

OUTSIDE FLAG



PASS THE BALL AS SOON AS YOU GET IT ON THIS PLAY. DON'T LEAD THE RECEIVER, JUST THROW IT AS SOON AS THE QB GETS IT. IT'S GOOD FOR A TOWARD PICKUP, WITH POTENTIAL FOR A GOOD RUN AFTER THE CATCH. YOU CAN LOSE THE CORNERBACK.

MIDDLE DRINK



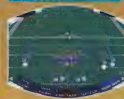
THIS PLAY WORKS IF THE DEFENSE IS REALLY EXPECTING A PASS. IF YOUR OPPONENT CALLS A NORMAL DEFENSE, NOT A NICKEL OR DIME PASS COVERAGE PLAY, YOU ARE IN BIG TROUBLE. SO THIS IS A GOOD PLAY TO CALL AGAINST A FRIEND AFTER YOU HAVE THROWN THE BALL A COUPLE OF TIMES FROM THE SHOTGUN FORMATION.

FB MIDDLE ATTACK



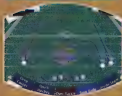
YOU'VE GOT TO HIT THE HOLE ON THIS INSIDE RUN QUICKLY. AIM FOR THE RIGHT TACKLE AND WORK FROM THERE. IF HE CAN OPEN THE HOLE TO THE INSIDE, CUT IN FOR A COUPLE OF YARDS. IF THE TACKLE HAS THE DEFENDER BLOCKED INSIDE, BOUNCE OUTSIDE FOR THE SAME KIND OF GAIN.

INSIDE SEAM



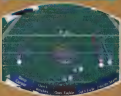
WITH ALL OF THE CHOICES ON THE RIGHT SIDE OF THE FIELD, ALL OF WHICH YOU CAN HIT BY LEADING (ANALOG STICK UP), IT'S EASY TO FORGET THE LONE RECEIVER ON THE LEFT. HE WILL BE IN SINGLE COVERAGE IN ANY DEFENSIVE SCHEME, SO IF THE PRIMARY RECEIVER IS BLOCKED, HIT THE LEFT WIDE-OUT WHO'S STREAKING DOWN THE SIDELINE.

SPLIT TACK



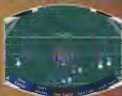
KEEP AN EYE OUT FOR THE SAFETY ON THIS PLAY. IF HE DROPS BACK TO DOUBLE COVER THE PRIMARY RECEIVER, HIT THE SLOT RECEIVER CURLING ACROSS THE MIDDLE OR THE HALFBACK ON A SWING PASS TO THE FLATS. TO HIT THE PRIMARY RECEIVER, YOU NEED TO LEAD HIM (ANALOG STICK UP AND SLIGHTLY TO THE LEFT).

DEEP CORNER



THE PRIMARY RECEIVER IS GOING TO BE IN DOUBLE COVERAGE ON THIS PLAY. THE TWO WIDE-OUTS ON THE RIGHT SIDE ARE RUNNING A PARALLEL ROUTE WITHIN A COUPLE OF YARDS OF EACH OTHER, SO ONCE YOU THROW THE BALL, THE OTHER CORNER CAN COME UP AND HELP DEFEND ON THE PLAY. AIM FOR EITHER THE UNDERMATH RECEIVER ON THE RIGHT OR THE LEFT-SIDE RECEIVER RUNNING THE FLY PATTERN.

NO LEAD TISS



ON THE LEAD TISS PLAY, YOU NEED TO FOLLOW YOUR BLOCKERS AND READ THE FULLBACK. WATCH WHERE HE BLOCKS AND FOLLOW HIS LEAD. MOST OF THE TIME THE HOLE WILL BE TO THE OUTSIDE WHERE YOU CAN PICK UP 3-4 YARDS, BUT THE HOLE CAN OPEN UP INSIDE AND YOU HAVE TO BE QUICK ENOUGH TO SEE IT AND TAKE IT.

INSIDE CURL



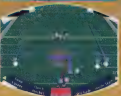
HIT THE PRIMARY RECEIVER AS HE STARTS TO CURL OVER THE MIDDLE. LEAD HIM (ANALOG STICK TO THE LEFT AND SLIGHTLY UP) SO HE'S IN THE OPEN AND THE BALL GETS TO HIM IN STRIDE. YOU CAN BACK UP A TOW OF YARDAGE ONCE YOU GET PAST THE CORNERBACK WITH THIS PLAY. THE FULLBACK MAKING A BEELINE FOR THE RIGHT SIDELINE IS A GOOD BACKUP IF THE PRIMARY RECEIVER IS COVERED.

NEAR CORNBACK



BE CAREFUL WITH THIS PLAY. TO EXECUTE IT THE WAY IT WAS DESIGNED, YOUR RECEIVER SHOULD BE HEADING BACK TO THE LINE OF SCRUMMAGE WHEN YOU DELIVER THE BALL (YOU NEED TO UNDER THROW IT—ANALOG STICK DOWN). IF YOU NEED A LOT OF YARDS FOR THE FIRST DOWN, THIS IS NOT THE PLAY TO CALL. THE RIGHT SIDE WIDE-OUT RUNNING THE HITCH PATTERN DOWN THE SIDELINE IS A GOOD SECONDARY RECEIVER IF THE FULLBACK IS WELL COVERED.

OVER TACKLE



FOLLOW THE FLOW OF YOUR BLOCKERS AT THE RIGHT TACKLE. THE HOLE WILL OPEN UP TO EITHER SIDE OF HIM, AND IF HE CAN KEEP HIS TACKLER BUSY, YOU CAN BREAK THIS RUN UPFIELD FOR 5-7 YARDS.

INSIDE ZONE



YOU'RE GOING TO HAVE TO CUT BACK TO MAKE THIS RUN PLAY WORK. FOLLOW THE INITIAL PUSH OF YOUR BLOCKERS TO THE LEFT SIDE OF THE LINE. ONCE YOU'RE PAST THE LINE OF SCRUMMAGE, HOWEVER, A HOLE SHOULD OPEN TO THE RIGHT. HIT THE HOLE HARD AND CLAW FOR AS MANY YARDS AS YOU CAN.

QUICK HITTERS



GET RID OF THE BALL QUICKLY IF YOU WANT TO HIT THE PRIMARY RECEIVER, AS SOON AS THE BALL IS HIRED, HIT THE PASS BUTTON (X). YOU DON'T HAVE TO LEAD HIM, JUST GET THE BALL TO HIM ASAP. THIS PLAY IS ONLY GOOD FOR A COUPLE OF YARDS, BUT IT'S A NICE CHANGE OF PACE FOR SECOND OR THIRD AND SHORT.

DEEP OUT



LEAD THE RECEIVER (ANALOG UP AND TO THE LEFT) TO HIT THIS RECEIVER IN STRIDE FOR BIG YARDAGE. A MAN-TO-MAN DEFENSE WILL FRUSTRATE THE PRIMARY RECEIVER ON THIS PLAY, SO CHECK OFF TO ONE OF THE OTHER PLAYERS. THE FULLBACK WHO IS RACING FOR THE SIDELINE AND THE FAR RIGHT WIDE-OUT ARE BOTH GOOD CHOICES.

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CLOCK

ON TART KICK



USE THIS PLAY WHEN YOU WANT TO RUN OUT THE CLOCK. THE QB RECEIVES THE SNAP FROM CENTER AND TAKES A KICK TO END THE PLAY.

QB SPIKE BALL



WITH TIME RUNNING OUT AND NO TIME OUTS REMAINING, YOU HAVE TO STOP THE CLOCK ANY WAY YOU CAN. WHEN THE QB SPIKES THE BALL, THE CLOCK STOPS WITH ONLY A LOSS OF DOWN AS A PENALTY.

SPECIAL

FIELD GOAL



YOU CALL THIS PLAY FOR THE PAT, AS WELL AS WHEN YOU WANT TO KICK A FIELD GOAL. CHECK THE WIND CONDITIONS BEFORE YOU HIKE THE BALL.

FIELD GOAL PASS



ON MOST TEAMS, THE HOLDER ON A FIELD GOAL ATTEMPT IS A BACKUP QB. SO RUNNING A FAKE PASS IS BETTER THAN A FAKE RUN. HIT THE STREAMING TIGHT END DOWN THE LEFT HAND SIDE FOR A BIG GAIN.

FIELD GOAL SCREEN PASS



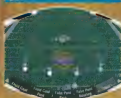
THE PRIMARY RECEIVER ON THIS PLAY IS THE FULLBACK RUNNING THE SCREEN. NOT A GOOD IDEA. USUALLY YOU ARE GOING FOR A FIELD GOAL ON FOURTH AND LONGER THAN A YARD, WHICH IS ALL YOU CAN EXPECT TO GET BY HITTING THE PRIMARY RECEIVER. THE TIGHT END STREAMING FOR THE LEFT SIDELINE IS A BETTER CHOICE ON THIS PLAY.

FIELD GOAL BERN



THIS RUN PLAY IS GOOD ONLY IF YOU NEED A YARD OR LESS. YOUR BALL CARRIER IS STARTING FROM A STANDSTILL AND HE'S 7 YARDS AWAY FROM THE LINE OF SCRIMMAGE. YOUR BLOCKING WILL HAVE TO BE PERFECT TO GET MORE THAN A YARD ON TWO WITH THIS PLAY.

PUNT



SEE THE "SPECIAL TEAMS" SECTION FOR SPECIFICS ON HOW TO PUNT THE BALL EFFECTIVELY.

FAKE PUNT PASS



PASSING FROM THE PUNT FORMATION CAN WORK, BUT BE CAREFUL WHAT SITUATIONS YOU CALL THE FAKE FROM. HITTING THE WIDE-OUT STREAMING ACROSS THE MIDDLE IS TRICKY BUSINESS WHEN YOUR PUNTER IS THROWING THE BALL. IT'S DEFINITELY LOW PERCENTAGE, SO USE IT ONLY IN DESPERATE TIMES.

FAKE PUNT BOOTLEG



RAATHER THAN HIKE THE BALL TO THE PUNTER, THE CENTER HIKE THE BALL TO THE UP BACK, WHO TRIES TO SCRAMBLE FOR THE FIRST DOWN. DON'T TRY ANY FANCY STUFF ONCE YOU'VE GOT THE BALL—START RUNNING FAST (⬆) AND GET UPFIELD. HOPEFULLY YOU WON'T HAVE TOO MANY YARDS TO PICK UP.

CORE DEFENSIVE PLAYS

On the defensive side of the ball, each team has the same plays to choose from. What separates one defense from another is the quality of the players. Star cornerbacks like Charles Woodson from the Oakland Raiders and Deion Sanders of the Washington Redskins can cover the receivers like a blanket. Big linemen like John Randle of the Minnesota Vikings and Jevon Kearse of the Tennessee Titans can strike fear into the hearts of opposing QBs.

Learn these plays well and you'll terrify both your friends and the computer. You can call defense via the VNU as well, so memorize about a dozen formations just like you did on offense. This should keep you covered for most of the game.



THE DEFENDER EDGES UP TO THE LINE OF SCRIMMAGE.



THEN HE SENDS THE OFFENSIVE LINEMAN FLYING.



PENETRATING INTO THE BACKFIELD FOR A LOSS OF YARDS.



LEAP IN THE AIR TO SWAT DOWN PASSES.



KEEP EVERYONE COVERED DOWNFIELD AND PRESSURE THE QUARTERBACK.



THAT LEADS TO SACKS. SEE THE "DEFENSE" SECTION FOR SPECIFIC STRATEGIES.

DEFINITION OF TERMS

- These play descriptions sometimes refer to the box. This means the area along the offensive/defensive line to about 3–5 yards deep. Putting extra men in the box helps stuff the run.
- If the defender is referred to as pressing, that means he is in tight coverage and starts at the line of scrimmage. If the defender is referred to as covering loose, he's still in man-to-man coverage, but he starts the play 5–10 yards off the line of scrimmage.
- A line stunt is when the defensive linemen crisscross as they make their rush into the backfield. This is done to confuse the offensive line and get one of the defenders free to rush the passer.
- If the defensive player is said to be covering the flat, he is watching the area outside of the offensive tackles in the backfield. Swing passes and screens are completed to the running backs in the flats.

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4-3 COVER

COVER 2



THE FOUR DEFENSIVE LINEMEN MUST ADJUST TO THE OFFENSE'S MOVING BACKS OF THE MIDDLE FOUR. THE FOUR LBs MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

COVER 3



THE FOUR DEFENSIVE LINEMEN MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES. THE CORNERBACKS MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

CLOUD



THE CORNERBACKS MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

SKY



THE CORNERBACKS MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES. THE SAFETIES MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

COVER 8



THE CORNERBACKS MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES. THE SAFETIES MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

SLICE COVER 2



THE CORNERBACKS MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES. THE SAFETIES MUST BE READY TO MOVE INTO THE BACKS WHEN THE OFFENSE MOVES.

MIX COVER 3



IN COVER 3, MATCH A FEMALE CENTER TO A MALE QUARTERBACK TO PREVENT HIM FROM MOVING INTO THE PLAY AREA & FROM ATTEMPTING.

SLICE CLOUD



THE DEFENSE'S SLICE PLAY WITH SLICE TO THE LEFT SIDE OF THE PLAY AREA TO GET MOVING ON THE QUARTERBACK.

MIX SKY



ONLY A PART OF THE DEFENSE IS MOVING TO THE LEFT SIDE OF THE PLAY AREA.

SLICE COVER 8



THE SLICE COVER 8 WITH A SLICE & SLICE TO THE LEFT SIDE OF THE PLAY AREA TO GET MOVING ON THE QUARTERBACK.

TWIST COVER 2



THE DEFENSE'S TWIST COVER 2 WITH A SLICE TO THE LEFT SIDE OF THE PLAY AREA TO GET MOVING ON THE QUARTERBACK.

TWIST COVER 3



THE DEFENSE'S TWIST COVER 3 WITH A SLICE TO THE LEFT SIDE OF THE PLAY AREA.

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THREAT CLOUD



PUT THE LINE AT THE LINE OF SCUMBLE, LEAVE THE MIDDLE LINEBACKER IN THE AIR AT THE QB, AND THE MIDDLE BACK TIGHTLY TO NO-CLIP THE BACKFIELD CONTAINING THE QUARTERBACK. THIS STRATEGY CAN BE USED IN ANY SITUATION.

COMBO SKY



THE LINE IS UP AT THE LINE TO COME FORWARD WITH THE MIDDLE BACK AND THE QB IS IN THE MIDDLE OF THE BACKFIELD. THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD.

WIDE COVER II



THE LINE IS IN THE MIDDLE OF THE BACKFIELD, AND THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD.

4-3 BLITZ

MONSTER FIRE



THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD, AND THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD.

BASE



THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD, AND THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD.

ATOMIC BLITZ



THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD, AND THE MIDDLE BACK IS IN THE MIDDLE OF THE BACKFIELD.

ROCKET COVER 0



POSITIONED IN THE CENTER OF THE FIELD, THE DEFENSE CAN QUICKLY REACT TO ANY PLAY. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

STRONG FIRE



POSITIONED IN A LINE, THE DEFENSE CAN STOP A PLAY BEFORE IT GETS INTO THE END ZONE. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

SLICE MONSTER FIRE



THIS FORMATION POSITIONED THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

STRONG BLITZ



THE STRONG BLITZ FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

WEAK DOUBLE FIRE 2B



THE WEAK DOUBLE FIRE 2B FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

WEAK ZONE BLITZ



THE WEAK ZONE BLITZ FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE. THIS FORMATION IS IDEAL FOR THE DEFENSE TO STOP A PLAY BEFORE IT GETS INTO THE END ZONE.

MAX STING FIRE



This is another simple one, but the only thing you'll do is let the running back (number 28) run the ball. The defensive player (number 54) will be the one to tackle him. The rest of the defense will be there to support him. The running back will be the one to run the ball. The defensive player will be the one to tackle him. The rest of the defense will be there to support him.

COMBO MONSTER FIRE



This is another simple one, but the only thing you'll do is let the running back (number 28) run the ball. The defensive player (number 54) will be the one to tackle him. The rest of the defense will be there to support him. The running back will be the one to run the ball. The defensive player will be the one to tackle him. The rest of the defense will be there to support him.

COMBO BASE



This is another simple one, but the only thing you'll do is let the running back (number 28) run the ball. The defensive player (number 54) will be the one to tackle him. The rest of the defense will be there to support him. The running back will be the one to run the ball. The defensive player will be the one to tackle him. The rest of the defense will be there to support him.

SLICE STING FIRE



This is another simple one, but the only thing you'll do is let the running back (number 28) run the ball. The defensive player (number 54) will be the one to tackle him. The rest of the defense will be there to support him. The running back will be the one to run the ball. The defensive player will be the one to tackle him. The rest of the defense will be there to support him.

OUTSIDE FIRE



This is another simple one, but the only thing you'll do is let the running back (number 28) run the ball. The defensive player (number 54) will be the one to tackle him. The rest of the defense will be there to support him. The running back will be the one to run the ball. The defensive player will be the one to tackle him. The rest of the defense will be there to support him.



3-4

COMBO BUY

[illegible]

CHAPTER 3



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DOUBLE HEAT COVER C



For a complete listing of all the
products and services offered by the
company, please visit our website at
www.1000000000.com

COVER 3



For a complete list of names, see the full text of the document on page 10.

WORKING TOGETHER



THESE STUDIES WERE CONDUCTED IN THE
WINTER OF 2000 AND 2001 BY THE
FEDERAL BUREAU OF INVESTIGATION
AND THE DEPARTMENT OF JUSTICE.

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we have written out the steps for finding a limit. Now we'll try to use the limit laws to find the limit of $f(x)$ as x approaches 0. We'll start with the first law.

WEAK FIRE ZONE



THE WEAK FIRE ZONE COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

SKY



THE SKY COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

WEAK ZONE BLITZ



THE WEAK ZONE BLITZ COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

KNIFE COVER 2



THE KNIFE COVER 2 COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

STRING FIRE COVER



THE STRING FIRE COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

KNIFE COVER 3



THE KNIFE COVER 3 COVER IS A DEFENSIVE STRATEGY THAT IS USED TO STOP THE PASS. IT IS A COVER 2 WITH A STRONG FIRE ZONE IN THE WEAK FIRE ZONE. THE STRONG FIRE ZONE IS IN THE WEAK FIRE ZONE.

STORM ZONE BLITZ



Storm Zone Blitz: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance. Storm Zone Blitz: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance.

PHANTOM CLOUD



Phantom Cloud: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance. Phantom Cloud: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance.

TRID BLITZ COVER 8



Trid Blitz Cover 8: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance. Trid Blitz Cover 8: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance.

COVER 8



Cover 8: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance. Cover 8: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance.

BLUFF SKY



Bluff Sky: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance. Bluff Sky: Defensive Line: Three-point stance. Linebackers: Three-point stance. Defensive Backs: Three-point stance.



NICKEL COVER

COVER 3



COVER 3 IS A ZONE PLAY ON THE SECONDARY. COVER 3 USES THE FLAT MOST AS A POINT OF ATTACK FOR THE OFFENSE TO EXPLOIT.

COVER 2 MAN



COVER 2 MAN IS A ZONE PLAY COVER 2. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE.

SAFE COVER



SAFE COVER IS A ZONE PLAY. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE.

ROCKER



ROCKER IS A ZONE PLAY. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE.

COVER 4 (CLOUD)



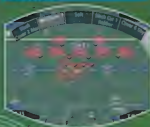
COVER 4 (CLOUD) IS A ZONE PLAY. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE.

SLASH COVER 2 MAN



SLASH COVER 2 MAN IS A ZONE PLAY. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE. INCOMP WITH THE SECONDARY BACKS WHO HAVE NO CHILL AVAILABLE.

MAX COVER 2



This formation is very similar to the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

SOFT



This formation is a variation of the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

SLASH COVER 1 BORDER



This formation is a variation of the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

COVER 6 SKY



This formation is a variation of the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

TWIST COVER 2 MAN



This formation is a variation of the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

SLASH COVER 2



This formation is a variation of the 4-2-3-1, with a slight variation in the defensive half. The CB is the main defensive anchor, while the FBs provide width and cover. The DMs and DHBs are responsible for breaking up play and supporting the CB.

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MIX COVER 2



When the ball comes to the end zone, the defensive back will be responsible for it.

TWIST COVER 1 ROBBER



In different situations, you will find the defensive back in the end zone. In the end zone, you will find the defensive back in the end zone. In the end zone, you will find the defensive back in the end zone.

COVER 1



When the ball comes to the end zone, the defensive back will be responsible for it. In the end zone, you will find the defensive back in the end zone.

TWIST COVER 2



In different situations, you will find the defensive back in the end zone. In the end zone, you will find the defensive back in the end zone.

SWAP COVER 1 ROBBER



In different situations, you will find the defensive back in the end zone. In the end zone, you will find the defensive back in the end zone.

SWAP COVER 2



In different situations, you will find the defensive back in the end zone. In the end zone, you will find the defensive back in the end zone.

NICKEL BLITZ

MID COVER 1 BOBBIE



THIS IS A BASIC DEFENSE TO COVER COVER 1. BOBBIE IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

COMBO FIRE



COMBO FIRE IS A BASIC DEFENSE TO COVER COVER 1. COMBO FIRE IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

WEAK FIRE STEAL



THIS IS A BASIC DEFENSE TO COVER COVER 1. WEAK FIRE STEAL IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

HOUND FIRE



THIS IS A BASIC DEFENSE TO COVER COVER 1. HOUND FIRE IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

COVER 1



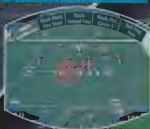
THIS IS A BASIC DEFENSE TO COVER COVER 1. COVER 1 IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

MATCHET MAN



THIS IS A BASIC DEFENSE TO COVER COVER 1. MATCHET MAN IS THE MAIN DEFENDER OF THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS. HE WILL BE THE ONE TO GET THE PASS.

SLASH COMBO FIRE



SLASH COMBO FIRE: A SLASH COMBO FIRE IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

SLASH WEAK FIRE STEAL



SLASH WEAK FIRE STEAL: A SLASH WEAK FIRE STEAL IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

SLASH HOBNO FIRE



SLASH HOBNO FIRE: A SLASH HOBNO FIRE IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

SLASH FIRE COVER II



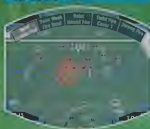
SLASH FIRE COVER II: A SLASH FIRE COVER II IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

BULLDOG FIRE



BULLDOG FIRE: A BULLDOG FIRE IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

TWIST COMBO FIRE



TWIST COMBO FIRE: A TWIST COMBO FIRE IS A POWERFUL WEAPON TO HAVE IN YOUR TOOLBOX. IT CAN BE USED TO BREAK DOWN A DEFENSE OR TO SET UP A BIG PLAY. IT IS A MUST-HAVE FOR ANY SERIOUS PLAYER.

TWIST WEAK FIRE STEAL



When the Imperial's fire is focused on the Rebel, the Rebel Weak Fire unit can steal the Imperial's fire. This is a great way to turn the tables in a fire fight.

TWIST BOUND FIRE



The Rebel's fire is focused on the Imperial's fire. This is a great way to turn the tables in a fire fight.

TWIST FIRE COVER 1



The Rebel's fire is focused on the Imperial's fire. This is a great way to turn the tables in a fire fight.

STRONG FIRE



The Rebel's fire is focused on the Imperial's fire. This is a great way to turn the tables in a fire fight.

MAX COMBO FIRE



The Rebel's fire is focused on the Imperial's fire. This is a great way to turn the tables in a fire fight.

WTS WEAK FIRE STEAL



The Rebel's fire is focused on the Imperial's fire. This is a great way to turn the tables in a fire fight.

An aerial view of a baseball field. A large red bull is positioned in the center of the infield. The bases and pitcher's mound are visible. The outfield is green. The image is framed by a black border with white text labels: '1st Base', '2nd Base', '3rd Base', '4th Base', 'Pitcher's Mound', 'Infield', and 'Outfield'.

After 10 years, the time to ask for a new policy was not imminent, said the 100-year-old group. It is always a good idea to make sure you are up to date on the latest information, but that's not the case here. The group is not a policy-making body, it is a watchdog.

See us at the 2004 AIAA/ASME Joint Propulsion Conference and Exhibit, 13-17 December 2004, Reno, NV. Booth #1000.

[illegible]

At www.fox.com, you'll find the latest news, photos, and video from the show. And, of course, you'll find the show itself. Fox.com is the place to go for all the latest news, photos, and video from the show. And, of course, you'll find the show itself. Fox.com is the place to go for all the latest news, photos, and video from the show. And, of course, you'll find the show itself.

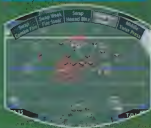
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Volume 26 Number 10 October 2011

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SWAP FIRE COVER 1



WITH THE LINE IN PLACE, A SWAP AND A FREE SAFETY MOVING TO THE QUARTERBACK. THE OFFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD.

MIDDLE TWIST PRESS



THE DEFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD. THE OFFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD.

NICKEL ODD

BASE MAN



WITH THE LINE IN PLACE, THE DEFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD. THE OFFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD.

COVER 2



WITH THE LINE IN PLACE, THE DEFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD. THE OFFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD.

BULLDOG BLITZ



WITH THE LINE IN PLACE, THE DEFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD. THE OFFENSE HAS TO BE VERY FAST TO GET THE BALL OUT OF THE BACKFIELD.

COVER 2 MAN



THE PERFORMANCE OF THE MAN COVERAGE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

ROBBER



THE LINEBACKER MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

PRESS BITE



THE LINEBACKER MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

TWIST COVER 2



THE LINEBACKER MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

SKASH BULLDOG BLITZ



THE LINEBACKER MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

TWIST COVER 2 MAN



THE LINEBACKER MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD. THE CORNERBACK MUST BE VERY GOOD AND VERY GOOD.

TWIST COVER 1 BOMB



On this play, the QB will throw the ball to the TE who is in a cover 1 position. The TE will block the DE and the RB will block the DB.

SPEND BUTZ



On this play, the QB will throw the ball to the TE who is in a spend butz position. The TE will block the DE and the RB will block the DB.

CLIQUE



On this play, the QB will throw the ball to the TE who is in a clique position. The TE will block the DE and the RB will block the DB.

TWIST BULLDOG BUTZ



On this play, the QB will throw the ball to the TE who is in a twist bulldog butz position. The TE will block the DE and the RB will block the DB.

SKY



On this play, the QB will throw the ball to the TE who is in a sky position. The TE will block the DE and the RB will block the DB.

TWIST DOUBLE FIRE STEAL



On this play, the QB will throw the ball to the TE who is in a twist double fire steal position. The TE will block the DE and the RB will block the DB.

DOUBLE FIRE STEAL



WHILE ONE TACKLER STAYS AT THE CORNER TO PREVENT A SHORT PASS, THE OTHER TWO DEFENSIVE PLAYERS CHASE THE PASSING QUARTERBACK TO THE END ZONE.

COVER 0



THIS STRATEGY EMPLOYS A TOTAL OF SEVEN DEFENSIVE PLAYERS, AND FORCES THE OFFENSE TO PASS OUTSIDE THE 50-YARD LINE.

SLASH DOUBLE FIRE STEAL



LIKE THE OTHER DOUBLE FIRE STEAL STRATEGY, THE SLASH DOUBLE FIRE STEAL EMPLOYS SEVEN DEFENSIVE PLAYERS, BUT THE VERTICAL ZONE DEFENSE PREVENTS THE PASSING QUARTERBACK FROM MOVING INTO THE END ZONE.

DIME

COVER 2 MAN



THE BACK DEFENSE STAYS CLOSE TO THE LINE OF PLAY TO PREVENT A SHORT PASS, WHILE THE FRONT DEFENSE CHASES THE PASSING QUARTERBACK TO THE END ZONE.

HOUND FIVE



THIS STRATEGY EMPLOYS SEVEN DEFENSIVE PLAYERS, AND FORCES THE OFFENSE TO PASS OUTSIDE THE 50-YARD LINE.

COVER 2



THE BACK FIELD DEFENSE STAYS CLOSE TO THE LINE OF PLAY TO PREVENT A SHORT PASS, WHILE THE FRONT DEFENSE CHASES THE PASSING QUARTERBACK TO THE END ZONE.

SLICE BULLDOG FIRE



THIS COVER IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

CLOUD



THIS IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

MIX COVER 2 MAN



THIS IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

STRONG FIRE



THIS IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

COMBO COVER 2



THIS IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

PUNT BULLDOG FIRE



THIS IS A BLOCK AND PUNT BLOCK. COVER 3 MAN IN THE BOX, THE JUMPER IN THE BACKFIELD, AND THE ALL IN CLOUD IN THE BACKFIELD.

MAX CLOUD



Use Max Cloud to keep your offense in control in the middle of the field. It's a great way to keep your offense in control of the game.

SKY



Use Sky to keep your offense in control in the middle of the field. It's a great way to keep your offense in control of the game.

CLOUD FIRE



Use Cloud Fire to keep your offense in control in the middle of the field. It's a great way to keep your offense in control of the game.

TWIST COVER 2



Use Twist Cover 2 to keep your defense in control in the middle of the field. It's a great way to keep your defense in control of the game.

BUILDING FIRE



Use Building Fire to keep your defense in control in the middle of the field. It's a great way to keep your defense in control of the game.

SLIDE COVER 0



Use Slide Cover 0 to keep your defense in control in the middle of the field. It's a great way to keep your defense in control of the game.

SLICE SKY



THIS STRATEGY INVOLVES A FLOOD KILL CAP AND SKILL IN THE AIR. THE FLOOD TEAM SHOULD CONCENTRATE ON DESTROYING THE SKYLINE FIRST.

COVER 1



THIS IS THE SIMPLEST METHOD OF DESTROYING THE FLOOD'S COVER PLANT.

WEAR BUIZ STEAL



THIS METHOD INVOLVES THE FLOOD TEAM USING A BUIZ TO STEAL THE ENEMY'S BUIZ. THE FLOOD TEAM SHOULD CONCENTRATE ON DESTROYING THE SKYLINE FIRST.

COVER 1 ROBBER



THE FLOOD TEAM MUST USE A BUIZ TO STEAL THE ENEMY'S COVER 1.

SAFE COVER



THE FLOOD TEAM MUST USE A BUIZ TO STEAL THE ENEMY'S COVER 1. THE FLOOD TEAM SHOULD CONCENTRATE ON DESTROYING THE SKYLINE FIRST.

TRUST SKY



THE FLOOD TEAM MUST USE A BUIZ TO STEAL THE ENEMY'S COVER 1. THE FLOOD TEAM SHOULD CONCENTRATE ON DESTROYING THE SKYLINE FIRST.



PLAYING



PLAYING SIMULATES THE EXCITING ACTION OF A FOOTBALL GAME. YOU CAN CONTROL YOUR OWN TEAM OR WATCH THE GAME FROM THE SIDELINES. THE GAME IS FULL OF ACTION AND EXCITEMENT. THE GAME IS FULL OF ACTION AND EXCITEMENT. THE GAME IS FULL OF ACTION AND EXCITEMENT.

MIX COVER 8



MIX COVER 8 IS A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE.

DIME ODD

COVER 2 MAN



COVER 2 MAN IS A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE.

COVER 2



COVER 2 IS A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE.

COVER 2



COVER 2 IS A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE. IT'S A MIXED DEFENSE.

DOBERMAN FIRE



Use the Doberman dog to lure a tank into a trap with a rocket launcher. The tank will be destroyed and the Doberman dog will be a valuable asset.

STRONG FIRE ZONE



A Strong Fire Zone is a tactical area where a player can use a rocket launcher to attack a tank. This is a very effective way to destroy a tank and the player can use the Strong Fire Zone to their advantage.

PRIMA FIRE



Prima Fire is a tactical area where a player can use a rocket launcher to attack a tank. This is a very effective way to destroy a tank and the player can use the Prima Fire to their advantage.

CLOUD



Cloud is a tactical area where a player can use a rocket launcher to attack a tank. This is a very effective way to destroy a tank and the player can use the Cloud to their advantage.

DOUBLE FIRE STEAL



Double Fire Steal is a tactical area where a player can use a rocket launcher to attack a tank. This is a very effective way to destroy a tank and the player can use the Double Fire Steal to their advantage.

EMPTY ROBBER



Empty Robber is a tactical area where a player can use a rocket launcher to attack a tank. This is a very effective way to destroy a tank and the player can use the Empty Robber to their advantage.

SKY



SKY FORMATION IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING.

COVER 8



COVER 8 FORMATION IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING. IT IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING.

PHANTOM COVER



PHANTOM COVER FORMATION IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING. IT IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING.

TODMAN SKY



TODMAN SKY FORMATION IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING. IT IS USED FOR SHORT PASSING AND SHORT-TO-MIDDLE RANGE PASSING.



GOAL LINE

PRESS FIRE



When your back is against the goal, take a short pass instead of just the long ball. A short pass will allow the full back to get in the goal's half, concentrating the defense on one player, and the forward will be able to cut back towards the goal in case your defender is not looking.

BASE



By spreading yourself out in the base area, you can move in any direction. It can be used to set up a counter-attack, or to play back into a half. The short pass will concentrate a little portion of the defense.

STRONG FIRE



When a defender rushes into the goal, you can take a short pass and then the forward can be in a position to shoot. It can be used to set up a counter-attack, or to play back into a half. The short pass will concentrate a little portion of the defense.

—Continued on page 87—

MIDFIELD THREAT



When the defender is close to the goal, take a short pass instead of just the long ball. A short pass will allow the full back to get in the goal's half, concentrating the defense on one player, and the forward will be able to cut back towards the goal in case your defender is not looking.

WEAK FIRE



This play is used when you have a weak defender in the center of the field. You can use a short pass to move the ball into the goal's half, concentrating the defense on one player, and the forward will be able to cut back towards the goal in case your defender is not looking.

ZONE



This play is used when you have a weak defender in the center of the field. You can use a short pass to move the ball into the goal's half, concentrating the defense on one player, and the forward will be able to cut back towards the goal in case your defender is not looking.

MIDDLE JUCK



THE PLAYER WHO IS RUNNING THE BALL SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

PULL HOUSE



THE RUNNING BACK SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PULL AND PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

40 PINCH



THE PLAYER WHO IS RUNNING THE BALL SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

42 KID



THE PLAYER WHO IS RUNNING THE BALL SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

60 GOAL LINE BLITZ



THE PLAYER WHO IS RUNNING THE BALL SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

MIDDLE FIRE



THE PLAYER WHO IS RUNNING THE BALL SHOULD FAKE TO HAND OFF TO THE RUNNING BACK AND THEN PASS TO THE WIDE RECEIVER. THE WIDE RECEIVER SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE. THE RUNNING BACK SHOULD RUN A SLANT ROUTE AND CATCH THE BALL IN THE END ZONE.

THE TEAMS

THIS SECTION CONTAINS ALL THE INFORMATION YOU NEED ABOUT ALL THE TEAMS IN THE NFL. THERE'S A BREAKDOWN OF LAST YEAR'S SEASON, THE PLAYBOOK (WHEN USING PLAY CALLING BY FORMATION), THIS YEAR'S SCHEDULE, AND THE STATS ABOUT EACH TEAM'S COACH AND STADIUM.

MAKE SURE YOU CHECK OUT THE FORMATION INFORMATION. EACH TEAM HAS EIGHT OFFENSIVE FORMATIONS. LISTED NEXT TO THE FORMATION IS THE TENDENCY AND NOTES SEGA USED TO DEVELOP THE PLAYBOOK AND PLAY SELECTION AI, SO IT'S LIKE HAVING YOUR OWN SCOUTING REPORT.

1999 SEASON RESULTS

TEAM	WINS	LOSSES	PTS	PPG	TS	MAC	YAC	ATT	RT	YARDS	TEAM
A Indianapolis	13	3	0.813	423	333	7-1	6-2	9-3	4-1	5-3	L1
B Buffalo	11	5	0.688	320	279	6-2	5-3	8-4	3-1	6-2	W3
C Miami	8	7	0.563	288	268	5-3	4-4	7-5	3-2	5-3	L3
N.Y. Jets	8	8	0.5	306	309	4-4	4-4	6-6	2-2	4-4	W4
New England	8	8	0.5	299	284	5-3	3-5	5-7	3-1	2-6	W1
AFC CENTRAL											
Z Jacksonville	11	2	0.813	385	317	7-1	2-1	10-2	1-1	6-4	W1
X Tennessee	13	3	0.813	392	324	8-1	5-3	10-2	3-1	9-4	W6
Baltimore	8	8	0.5	324	277	4-4	4-4	6-7	2-1	6-4	L1
Pittsburgh	6	10	0.375	317	320	2-6	4-4	3-10	3-1	3-7	L1
Cincinnati	4	12	0.25	283	480	2-6	2-6	3-10	1-2	3-7	L2
Cleveland	2	14	0.125	217	437	0-8	2-6	1-12	1-2	1-9	L6
AFC WEST											
V Seattle	8	7	0.563	338	298	5-2	4-4	7-5	2-2	6-8	L1
Kansas City	9	7	0.563	390	327	6-2	3-5	7-5	2-2	4-4	L2
San Diego	8	8	0.5	269	316	4-4	4-4	7-5	1-3	5-3	W1
Oakland	6	8	0.5	390	329	5-3	3-5	5-7	3-1	3-5	W1
Denver	6	10	0.375	311	318	3-5	3-5	4-8	2-2	5-4	L1
NFC EAST											
V Washington	10	6	0.625	443	377	6-2	4-4	2-2	5-4	5-3	W3
Z Dallas	8	8	0.5	352	276	7-1	1-7	1-3	7-5	5-3	W1
N.Y. Giants	8	8	0.5	299	338	4-4	2-6	3-1	7-7	2-5	L3
Arizona	8	8	0.5	343	383	4-4	3-5	8-4	3-6	6-7	L4
Philadelphia	5	11	0.313	272	357	4-4	1-7	1-3	4-6	2-6	W2
NFC CENTRAL											
V Tampa Bay	11	5	0.688	270	235	7-1	4-4	3-1	8-4	5-3	W2
X Minnesota	10	6	0.625	389	331	6-2	4-4	2-1	5-4	6-6	W1
X Detroit	8	8	0.5	322	323	6-2	2-6	7-5	1-5	6-6	L4
Green Bay	8	8	0.5	357	341	5-3	3-5	2-2	6-4	4-4	W1
Chicago	6	10	0.375	272	341	3-5	3-5	2-2	4-8	3-5	L3
NFC WEST											
Z St. Louis	11	2	0.813	324	382	8-1	3-5	2-1	10-2	5-1	L1
Covington	8	8	0.5	421	381	5-3	3-5	3-1	6-6	6-6	W1
Atlanta	5	11	0.313	285	330	4-4	1-7	0-4	5-7	4-4	W1
San Francisco	4	12	0.25	219	412	2-6	1-7	1-1	1-9	2-6	L3
New Orleans	2	14	0.125	236	438	3-5	0-8	3-4	1-9	2-6	L3

X CLUTCHED PLAYOFF BENCH **V** CLUTCHED PLAYOFF FIVE **Z** CLUTCHED PLAYOFF ADVANTAGE

PLAYOFFS

AFC RESULTS

January 8, 2000

Bills 16 vs. Titans 22

January 9, 2000

Dolphins 20 vs. Seahawks 17

January 15, 2000

Colts 62 vs. Dolphins 7

January 16, 2000

Titans 19 vs. Colts 16

January 23, 2000

Titans 33 vs. Colts 14

NFC RESULTS

January 8, 2000

Lions 13 vs. Redskins 27

January 9, 2000

Cowboys 10 vs. Vikings 27

January 15, 2000

Redskins 13 vs. Buccaneers 14

January 16, 2000

Vikings 37 vs. Rams 49

January 23, 2000

Buccaners 6 vs. Rams

SUPER BOWL XXIV

Rams 23 vs. Titans 16

NFL
2K1

NFL
2K1

SAN FRANCISCO 49ERS

TEAM
INFOCoach: Steve Mariucci
Capacity: 70,140Stadium: 3Com Park
Surface: Grass

BY THE NUMBERS

Offense ➡ 87

Defense ➡ 86

Overall ➡ 82

1994 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	3-41 L	at Jacksonville
Sept. 19	19-21 W	New Orleans
Sept. 27	24-10 W	at Arizona
Oct. 3	35-22 W	Tennessee
Oct. 10	20-42 L	at St. Louis
Oct. 17	29-31 L	Carolina
Oct. 24	34-40 L	at Minnesota
Nov. 7	9-27 L	Pittsburgh
Nov. 14	6-24 L	at New Orleans
Nov. 21	7-23 L	St. Louis
Nov. 29	3-20 L	Green Bay
Dec. 5	34-44 L	at Cincinnati
Dec. 12	34-7 W	Atlanta
Dec. 19	24-41 L	at Carolina
Dec. 26	30-24 L	Washington
Jan. 2	29-24 L	at Atlanta

2005 SCHEDULE

DATE	OPPONENT
Sept. 8	at Atlanta
Sept. 15	Carolina
Sept. 17	at St. Louis
Sept. 24	at Dallas
Oct. 1	Atlanta
Oct. 8	Oakland
Oct. 15	at Green Bay
Oct. 22	at Carolina
Oct. 29	St. Louis
Nov. 5	at New Orleans
Nov. 12	Kansas City
Nov. 19	Atlanta
Nov. 26	Open Date
Dec. 3	at San Diego
Dec. 10	New Orleans
Dec. 17	Chicago
Dec. 23	at Denver (Sat.)

Playbook

SPLIT QUEENS

Outs
Lead Draw
Corners
Cannock Post
Bingo
Sweep
Split Out
Holds

FORMATION

Motion PA Boot Out
Motion Isolation
Lead Isolation
Counter
PA Outs
PA Feds
PA Curls
PA Boot Release
Motion PA Flat
Shift PA HB Streak
Shift Isolation

SPLIT

HB Option
HB Counter Left
G Lead Right
Center Draw
Boomer Outside
TE Seam
Sweep Left
Play-Action Draw
Play-Action TE Cross
Play-Action Dig

TREY

Post
Motion Cross
Motion Counter
Deep Out
Corner
Zone
Steps

T TWINS

Motion PA Flood
Motion PA FB Out
Motion Isolation
Lead Draw
Isolation
Under
Motion Scroo

SPLIT TWINS

Shift Cannock
Screen
Motion Lead
Motion Flood
Lead
Shift Trap
Shift Motion Post
Shift Motion Flood

DOUBLES

Motion Flood
Inside Zone
Get Away
Draw
Double Smash
Outs
Motion Under

DOUBLE RIGHT SL

Motion Scissors
Motion Hitch
Inside Zone
G Lead
Get Away
Slants
Slant
Skinny Post
Option
Motion Zone
Zone
Verticals
Trap

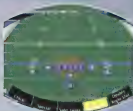
Formations

SPLIT TWINS



THIS BALANCED FORMATION HAS SOME UNCONVENTIONAL LOOKS. THE NINERS LIKE TO USE MOTION AND SHIFTS TO GIVE THE DEFENSE A VARIETY OF LOOKS AND TO GIVE THE QUARTERBACK EASY LOOKS. THE RUNNING GAME IS HUGGED, STAYING MOSTLY BETWEEN THE TACKLES. THE PASSING GAME FOCUSES ON THE SHORT ROUTES TO GET THE BALL INTO THE RECEIVER'S HANDS QUICKLY.

DOUBLES



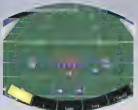
DON'T BE FOOLED BY THE FOUR RECEIVER SET. THIS ISN'T A BIG PLAY FORMATION FOR THE NINERS. MOST OF THE PLAYS ARE DESIGNED TO DELIVER THE BALL QUICKLY AND PUT THE PLAYER IN A POSITION TO CREATE ON THE RUN. THE PASSING GAME CONSISTS MOSTLY OF COMEBACKS, SLANTS, CUTS AND SHORT CROSSING ROUTES. THE GROUND GAME IS LIMITED BUT EFFECTIVE.

DOUBLE RIGHT SLOT



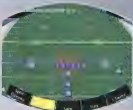
THIS IS A BASE FORMATION IN THE SAN FRANCISCO PLAYBOOK. THE NINERS USE THIS SET IN ALMOST ANY SITUATION, ESPECIALLY THIRD AND SHORT. THE RUNNING GAME IS BASIC WEST COAST STYLE: SWEEPS, LEADS, AND SOME ZONES. THE PASSING GAME IS SHORT AND SWEET: THE ROUTES ARE DESIGNED TO PUT THE RECEIVER IN POSITION TO RUN AFTER THE CATCH.

SPLIT QUEENS



THIS IS SAN FRANCISCO'S FORMATION OF CHOICE IN THE TWO-MINUTE OFFENSE. IT'S A PRETTY PLAY OFFENSE, FOCUSING ON MOVING THE BALL IN CHUNKS THROUGH THE AIR AND ON THE GROUND. THE PASS PLAYS ARE VERTICAL AND NOT NECESSARILY DIRECTED AT THE SIDELINES. THE GROUND GAME IS MINIMAL, BUT THE NINERS DO THE HILY LEAD DRAW AND SWEEP EFFECTIVELY.

I FORMATION



THIS IS A POWER FORMATION IN THE NINERS PLAYBOOK. THEY LIKE TO USE THIS SET ON FIRST DOWN OR IN SHORT YARDAGE SITUATIONS. THE GROUND GAME IS ALL POWER. THE NINERS LOVE THE ISOLATION ON FIRST DOWN. LOOK FOR A LOT OF SHORT PASSES OUT OF THIS SET. THEY LIKE TO RUN PLAY-ACTION PASSES AND BOOTLEGS AS WELL.

SPLIT



THIS IS ONE OF THE BASE FORMATIONS IN THE NINERS PLAYBOOK. THEY USE A WIDE VARIETY OF SHIFTS AND MOTIONS TO SET UP A NUMBER OF DIFFERENT PLAY OPTIONS. THE RUNNING GAME IS POWERFUL, USING BOTH THE FULLBACK AND HALFBACK TO ATTACK THE DEFENSE. THE PASSING GAME IS TYPICAL WEST COAST OFFENSE—LOOK FOR A LOT OF SHORT ROUTES TO THE RECEIVERS AND (THE BACKS).

TREY



HERE IS ANOTHER FORMATION FOCUSED ON GETTING THE NINERS' TALENTED TRIO OF RECEIVERS ON THE FIELD AT THE SAME TIME. LOOK FOR A LOT OF VERTICAL PASSING MOVIES (DOWNHILL).

I TWINS



THIS IS A PRETTY STRAIGHTFORWARD FORMATION. THE NINERS LIKE TO USE THIS FORMATION EARLY IN THE DRIVE AS A WRINKLE TO THEIR BASE I FORMATION. THE GROUND GAME RELIES ON THE ISOLATION BUT GOES OUTSIDE WHEN THE SPLIT TWO MOTIONS ACROSS. AS USUAL, THE PASSING GAME IS CONSERVATIVE AND QUICK.

NFL
2K1

CHICAGO BEARS

TEAM
INFO

Coach: Dick Jauron

Stadium: Chicago Field

Capacity: 66,944

Surface: Grass

BY THE NUMBERS

Offense ➤ 74

Defense ➤ 76

Overall ➤ 72

1999 SEASON WRAP UP

WEEK	SCORE	OPPONENT
Sept. 13	20-13 W	Atlanta 5th
Sept. 20	13-14 L	Seattle
Sept. 26	17-24 L	at Oakland
Oct. 3	24-19 W	New England
Oct. 10	24-22 W	at Minnesota
Oct. 17	16-20 L	Philadelphia
Oct. 24	3-6 L	at Tampa Bay
Oct. 31	22-41 L	at Washington
Nov. 7	14-13 W	at Green Bay
Nov. 14	24-27 L	Minnesota
Nov. 21	23-31 W	at San Diego
Nov. 28	25-23 L	at Detroit
Dec. 5	19-21 L	Green Bay
Dec. 12	28-10 W	Detroit
Dec. 19	13-14 L	at St. Louis
Jan. 2	6-20 L	Tampa Bay

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Pittsburgh
Sept. 10	at Tampa Bay
Sept. 17	New York Giants
Sept. 24	San Francisco
Oct. 1	at Green Bay
Oct. 8	New Orleans
Oct. 15	Minnesota
Oct. 22	at Philadelphia
Oct. 29	Opas Date
Nov. 5	Indianapolis
Nov. 12	at Buffalo
Nov. 19	Tampa Bay
Nov. 26	at New York Jets
Dec. 3	Green Bay
Dec. 10	New England
Dec. 17	at San Francisco
Dec. 24	at Detroit

PLAYBOOK

PLAYERS I

Wilson Swing
Wilson Post
Wilson PA Flat
Wilson Lead
Wilson Toss
Wilson Vertical
Wilson Corner
Wilson Lead
Wilson Toss

PLAYERS RIGHT

Wilson Caldera Trap
Wilson
Wilson
Wilson
Wilson
Wilson
Wilson
Wilson PA Flat

GUN TRIPS

Pivot
Draw
Cross
Corner
Stick
RB Cross
Post
Out
In
Hail Mary
Vertical
Under
Blue Slip Screen

SPREAD GUN

Slants
Screen
Scissor
Rollout Out
Draw
Verticals
Under
Slip Screen

DOUBLE RIGHT SLOT

In
G Lead
Deep Curls
Curls
Comeback
Savage Zone
Trap
Lead

RIGHT DOUBLE GUN

SLOT

Motion Screen
Motion Post
Get Away
Fade
Comeback
Verticals
Claw Slip Screen
Post

EMPTY BUNCH

Quick Screen
Big City Sneak
Motion Screen
Motion Double Screen
Corner
Underneath
Switch
Stretch
Slip Screen

TRIPS

Middle Screen
Inside Zone
Hitch
Flood
Caster Drag
QB Sneak
PA Post Flat
Out
Motion PA Slant
Dive
Zone
Toss
Slip Screen
Screen

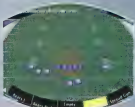
Formations

SPREAD GUN



THE CHICAGO BEARS REVEALED A HIGH-POWERED OFFENSE LAST YEAR, AND THE SPREAD GUN FORMATION WAS ONE OF THEIR BIG PLAY SETS. RECEIVERS RUN POST AND COMEBACK ROUTES TO GET OFFFIELD. ALSO, THE BEARS LIKE TO RUN QUICK SCREENS TO THEIR ELUSIVE RECEIVERS WHEN THE OFFENSE IS PLAYING BACK. WHEN THEY DO RUN, IT'S A DRAW PLAY TO THE HALFBACK.

GUN TRIPS



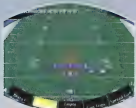
THE ONLY RUNNING PLAY THE BEARS USUALLY RUN OUT OF THIS SET IS THE DRAW. ON THE PASSING SIDE, THE RECEIVERS RUN PICK ROUTES DESIGNED TO FREE THEM UP FOR LARGE GAINS AFTER THE CATCH. THE RUNNING BACK IS HELD BACK TO PICK UP BLITZERS AND TO ACT AS AN OUTLET IF THE RECEIVERS ARE COVERED DEEP.

EMPTY BUNCH



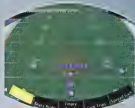
WITH FIVE RECEIVERS SPLIT OUT, RUNNING THE BALL ISN'T VERY PRACTICAL. HOWEVER, THE BEARS RUN A QB SNEAK AND AN END AROUND PLAY TO THE MOTION RECEIVER—BOTH OF WHICH WORKED WELL FOR THEM LAST SEASON. THE PASSING ROUTES ARE DESIGNED PICKS, AND THERE IS ALMOST ALWAYS A RECEIVER AVAILABLE FOR A QUICK

BEARS RIGHT



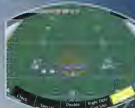
THIS GUN LINE/SHORT PASSAGE SITUATION SET IS BASICALLY A RUNNING FORMATION FOR THE BEARS. THEY RUN, OFF-TACKLE, AND USE THE TOSS FROM THIS SET. PASS PLAYS ARE USUALLY EITHER QUICK DROPS, BOOTLEGS, OR HUSBING ROUTES.

BEARS I



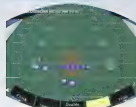
THE I FORMATION IS THE CLASSIC RUNNING SET FOR THE CHICAGO BEARS. LOOK FOR A LOT OF RUNS TO THE OUTSIDE AND THE PLAY-ACTION PASS. OCCASIONALLY THE BEARS ALSO RUN A SCREEN OUT OF THIS FORMATION. THE BEARS USE A LOT OF RECEIVERS AND BACKS IN MOTION FROM THIS SET.

TRIPS



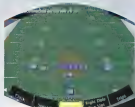
THE TRIPS SET IS A PASSING SITUATION SET. THE BEARS RUN A LOT OF TRIPS PLAYS. THE BEARS USE A LOT OF RECEIVERS AND BACKS IN MOTION FROM THIS SET.

GUN DOUBLE RIGHT SLOT



THE CHICAGO BEARS LOVE TO PASS FROM THIS SET. MOST OF THE ROUTES ARE COMEBACK, POST, AND OUT. WITH FIVE BEARS SET TO BEAR THE DOUBLE TACKLE

DOUBLE RIGHT SLOT



THE BEARS LIKE TO RUN AND PASS FROM THIS FORMATION. MOST OF THE RUN PLAYS ARE OFF-TACKLE WITH PULLING GUARDS. THE PASSING GAME USES A LOT OF COMEBACK AND HOOK ROUTES.

CINCINNATI BENGALS

TEAM
INFOCoach: Bruce Coslet
Capacity: 65,600Stadium: Paul Brown Stadium
Surface: Heated Natural Grass

BY THE NUMBERS

Offense ➡ 80

Defense ➡ 68

Overall ➡ 73

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	35-36 L	at Tennessee
Sept. 19	7-34 L	San Diego
Sept. 26	3-27 L	at Carolina
Oct. 3	10-38 L	St. Louis
Oct. 10	18-17 W	at Cleveland
Oct. 17	3-17 L	Pittsburgh
Oct. 24	10-31 L	at Indianapolis
Oct. 31	10-41 L	Jacksonville
Nov. 7	20-37 L	at Seattle
Nov. 14	14-24 L	Tennessee
Nov. 21	31-34 L	Baltimore
Nov. 28	27-20 W	at Pittsburgh
Dec. 5	44-30 W	San Francisco
Dec. 12	44-28 W	Cleveland
Dec. 26	0-22 L	at Baltimore
Jan. 2	7-24 L	at Jacksonville

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Open Date
Sept. 10	Cleveland
Sept. 17	at Jacksonville
Sept. 24	at Baltimore
Oct. 1	Miami
Oct. 8	Tennessee
Oct. 15	at Pittsburgh
Oct. 22	Denver
Oct. 29	at Cleveland
Nov. 5	Baltimore
Nov. 12	at Dallas
Nov. 19	at New England
Nov. 26	Pittsburgh
Dec. 3	Arizona
Dec. 10	at Tennessee
Dec. 17	Jacksonville
Dec. 24	at Philadelphia

Playbook

1 TIGHT

Power Dive
Noation Dive
G Lead
QB Dive
Quarter Pass
Short Pass
PA Slant
PA Pass

1 FORMATION

PA Verticals
Cutback
PA Comeback
Counter
Stick
FB Lead
Screen
Double Post
Trap
Motion Zoom
Zone
Slant

TREY GUN

Off Tackle
Drag
Hail Mary
Draw
Curl
Vertical
Flood Post
Out

TREY

Flat
Draw
Cutback
Middle Curl
PA Corner
Tiger Slant
Post
Fade Out
Inside Zone
Shallow Drag
PA Slot Corner
Swing
Razor Post

1 TWINS

Outside Lead
Hitch
Motion FB Give
PA Go
Counter
FB Counter
PA Beat Out
Off Tackle

SPLIT GUN

QB Draw
Out
Draw
Curl
Comeback
Under
Slant
Screen
Up and Away

GUN DOUBLE

SLOT

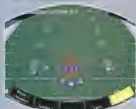
G Lead
In
Draw
Double Slants
Comeback
Double Slant
QB Draw
Out

EMPTY GUN

Under
Orange Slant
QB Draw
Cross In
Curl
Wheel
Vertical Exchange
Mirror
Fade

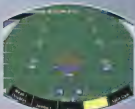
Formations

I TWINS



THIS IS A RUNNING FORMATION FOR THE BENGALS. WHEN THEY RUN, THEY LIKE TO GO TO THE STRONG SIDE (RIGHT END) OF THE FORMATION. THE PASSING GAME COMES MOSTLY OFF THE PLAY ACTION. OCCASIONALLY THE BENGALS RUN A REVERSE OUT OF THIS SET.

TREY



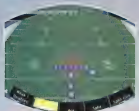
TREY IS A PASSING FORMATION FOR CINCINNATI. MOST OF THE PASSES ARE QUICK HITTERS DESIGNED TO PICK UP BETWEEN 5 AND 10 YARDS. LOOK FOR AT LEAST ONE RECEIVER TO RUN DEEP, THOUGH. THE RUNNING GAME SINGS BETWEEN THE TACKLES.

TREY GUN



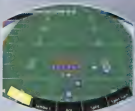
THE BENGALS USE THE TREY GUN AS A PASSING FORMATION, AND THEY LOVE TO THROW DEEP OUT OF THIS SET WHEN THEY RUN, WHICH ISN'T VERY OFTEN. THEY USE EITHER A DRAW OR A KEY-BLOCK LEAD PLAY AGAINST A PULLING GUARD.

I FORMATION



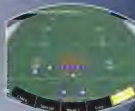
THE BENGALS USE A RUN-OR-PASS FORMATION IN THE I FORMATION. MOST OF THE PASSES ARE QUICK HITTERS DESIGNED TO PICK UP BETWEEN 5 AND 10 YARDS. LOOK FOR AT LEAST ONE RECEIVER TO RUN DEEP, THOUGH. THE RUNNING GAME SINGS BETWEEN THE TACKLES.

I TIGHT



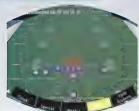
I TIGHT IS ONE OF THE BENGALS' GOAL LINE AND SHORT YARDAGE FORMATIONS. MOST OF THEIR PLAYS ARE DESIGNED TO ATTACK THE INTERIOR OF THE DEFENSE, BUT THEY DO HAVE A TOSSEY PLAY THAT HAS WORKED WELL FROM THIS FORMATION. USE THE RUN TO SET UP THE PLAY-ACTION PASS.

EMPTY GUN



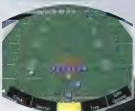
WITH ALL OF THOSE RECEIVERS AND NO RUNNING BACKS, EMPTY GUN IS OBVIOUSLY A PASSING FORMATION, WHICH IS USED ONLY IN DESPERATE PASSING SITUATIONS. MOST OF THE PASS ROUTES ARE DESIGNED TO GET THE BALL INTO THE HANDS OF THE RECEIVERS EARLY AND ALLOW THEM TO GET BIG RUNS AFTER THE CATCH.

GUN DOUBLE RIGHT SLOT



GUN DOUBLE RIGHT SLOT IS A PASSING FORMATION THAT THE BENGALS LIKE TO USE ON THIRD DOWN. MOST OF THE PLAYS USE SHORT OUTS OR COMEBACK ROUTES TO GET JUST ENOUGH YARDAGE. THE BENGALS DO GO FOR A NUMBER OF RUNS OUT OF THIS SET WITH THE RECEIVERS SPREADING OUT THE DEFENSE. HOWEVER, LOOK FOR THE QB (OR A HALLBACK DRIVE) AND RUNS OFF TACKLE.

SPLIT GUN



THIS IS CINCINNATI'S FAVORITE PASSING FORMATION. USED A LOT ON THIRD DOWN, THE SPLIT GUN USES A VARIETY OF PASSING ROUTES THAT GET THE BALL DOWNFIELD. THE BACKS ARE ALWAYS INVOLVED IN THE PASS PATTERN.

NFL
2K1

BUFFALO BILLS

TEAM
INFO**Coach:** Wade Phillips
Capacity: 73,840**Stadium:** Ralph Wilson Stadium
Surface: Astro Turf

BY THE NUMBERS

Offense

84

Defense

79

Overall

81

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	14-21 L	at Indianapolis
Sept. 19	17-3 W	New York Jets
Sept. 26	26-0 W	Philadelphia
Oct. 4	23-18 W	at Miami
Oct. 10	24-21 W	Pittsburgh
Oct. 17	14-20 L	Oakland
Oct. 24	16-26 L	at Seattle
Oct. 31	13-10 W	at Baltimore
Nov. 7	34-17 W	at Washington
Nov. 14	23-3 W	Miami
Nov. 21	7-17 L	at New York Jets
Nov. 28	17-7 W	New England
Dec. 12	17-19 L	New York Giants
Dec. 19	31-21 W	at Arizona
Dec. 26	13-10 W	at New England
Jan. 2	31-6 W	Indianapolis

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Tennessee
Sept. 10	Green Bay
Sept. 17	at N.Y. Jets
Sept. 24	Open Date
Oct. 1	Indianapolis
Oct. 8	at Miami
Oct. 15	San Diego
Oct. 22	at Minnesota
Oct. 29	N.Y. Jets
Nov. 5	at New England
Nov. 12	Chicago
Nov. 19	at Kansas City
Nov. 26	at Tampa Bay
Dec. 3	Miami
Dec. 11	at Indianapolis (Mon.)
Dec. 17	New England
Dec. 23	at Seattle (Sat.)

Playbook

BILLS LEFT

Motion PA Threback
Motion PA Flat
Motion Lead
Motion Lead
Motion Lead
Motion Lead
Motion Lead
Motion Lead
Motion Lead
Motion Lead

DOUBLE GUN

Motion Screen
Motion Over Under
Motion Flood
Motion Cross
Motion Draw
Motion
Motion
Motion Vertical
Motion Under

BILLS I

Motion PA Flat
Motion PA Cross
Motion Lead
Lead
Counter
Posts
PA Vertical
PA Out
Motion Toss
Motion PA Flood
Motion Sprint
Motion PA Under
Counter Motion Lead
Motion Iso
Counter Left
Motion Screens

EMPTY GUN

Posts
Hail Mary
Get Away
Cross
Coverback
Slip Screen
Spread Slants
Slant
Scissor
QB Draw
Vertical
Shallow Drag

ACE

Dals
Motion Posts
Motion Outside Zone
Inside Zone
Check Down
Streaks
Post Corners
PA Roll Cross

TREY GUN

Draw
Dig
Deep Curl
Cross In
Corner
Under
Scam
Screen
Out
Get Away

QUAD GUN

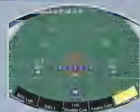
Corner Iso
Post
Motion Draw
Dig
Cross
Wheel Edge
Verticals

DOUBLES LEFT SLANT

Motion Dig
Outside Zone
Motion Post Corner
Motion Dive
Motion Post

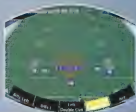
Formations

ACE



WITH ONLY TWO RECEIVERS, THE BILLS FOCUS ON ATTACKING THE DEFENSIVE SECONDARY WITH THREE- AND SEVEN-STEP TRADE ROUTES DOWNFIELD. THE TIGHT ENDS ACT AS BLOCKERS, GIVING THE BILLS STABILITY AGAINST THE BLITZ AND THE ABILITY TO RUN EFFECTIVELY. THE RUNNING GAME IS USUALLY STRAIGHT AHEAD OR OFF-TACKLE. PLAY ACTION IS VERY EFFECTIVE OUT OF THE ACE FORMATION, ESPECIALLY WHEN THE RECEIVER GOES IN MOTION TO SET UP THE SHALLOW CROSSING ROUTE.

EMPTY GUN



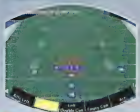
THE BILLS LIKE TO SPREAD THE FIELD WITH FIVE WIDE RECEIVERS. USUALLY A RECEIVER OR TWO IS RUNNING THE DEEP ROUTE, OPENING UP THE FIELD FOR SHALLOW CROSSING ROUTES. DEFENSES NEED TO WATCH THE QB BECAUSE IF NO ONE IS OPEN, HE'LL BE OFF TO THE RACES.

GUN DOUBLES LEFT



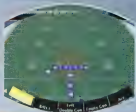
SIMILAR TO THE DOUBLE LEFT SLOT FORMATION, THE SLOW RECEIVER MOTIONS INSIDE AND ACROSS THE FORMATION ON BOTH RUN AND PASS PLAYS. AS IN THE OTHER SHOT-GUN FORMATIONS, THE BILLS ATTACK WITH ONE OR TWO DEEP RECEIVERS.

BILLS I



THIS IS BUFFALO'S FORMATION OF CHOICE ON FIRST DOWN IN SHORT YARDAGE SITUATIONS, AND ON THE GOAL LINE. THE RUN PLAYS (WHICH USUALLY STAYS BETWEEN THE TACKLES) IS PARTICULARLY EFFECTIVE DUE TO THE LEAD BLOCKING OF THE FULLBACK. OBVIOUSLY WITH SUCH A STRONG RUNNING GAME, THE PLAY-ACTION PASS IS EFFECTIVE FROM THIS SET.

BUFFALO LEFT



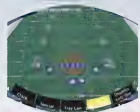
WITH EVERYONE BUNCHED UP, THIS IS OBVIOUSLY A POWER RUNNING FORMATION. MOST OF THE RUNNING PLAYS ARE DESIGNED TO MOVE THE PILE FORWARD WITH LEADS AND DIVES. THE BOOTLEG AND THE PLAY-ACTION PASS KEEP THE DEFENSE HONEST.

DOUBLES LEFT SLOT



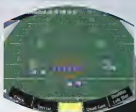
IF THERE IS A MULTIDIMENSIONAL FORMATION IN THE BUFFALO PLAYBOOK, THIS IS IT. THE SECOND GAME IS BASIC, FOCUSING ON THE CUTBACK, ZONE, AND POWER RUNNING GAME. THE BILLS USE A LOT OF PLAY ACTION FROM THIS SET. THE BILLS USE A LOT OF PLAY ACTION FROM THIS SET. THE BILLS USE A LOT OF PLAY ACTION FROM THIS SET.

QUAD GUN



QUAD GUN IS DESIGNED TO SPREAD THE FIELD, PROVIDING THE OFFENSE WITH SINGLE COVERAGE ON THE WIDE-OUTS. MOST PLAYS ARE DESIGNED TO GET THE BALL DOWNFIELD IN A HURRY WITH AT LEAST ONE RECEIVER RUNNING DEEP FOR A CHANGE OF PACE. THE BILLS USE IN-AND-OUT ROUTES AT A SLIGHT ANGLE. THE DRAW IS ALSO EFFECTIVE OUT OF THIS FORMATION.

TREY GUN



BUFFALO'S TREY GUN SET FEATURES A SERIES OF UNDER-WEIGHT ROUTES WITH TWO OR MORE RECEIVERS RUNNING DEEP. WITH TWO SPEEDY RECEIVERS, THE BILLS HAVE GOOD DEEP THREATS TO SHED DEFENDERS QUICKLY.

NFL
2K1

DENVER BRONCOS

TEAM
INFO

Coach: Mike Shanahan **Stadium:** Denver Mile High Stadium
Capacity: 76,082 **Surface:** Grass

BY THE NUMBERS

Offense 91

Defense 84

Overall 87

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 13	21-38 L	Miami
Sept. 19	10-26 L	at Kansas City
Sept. 26	10-13 L	at Tampa Bay
Oct. 3	13-21 L	New York Jets
Oct. 10	16-13 W	at Oakland
Oct. 17	31-10 W	Green Bay
Oct. 24	23-24 L	at New England
Oct. 31	20-23 L	Minnesota
Nov. 7	33-17 W	at San Diego
Nov. 14	17-20 L	at Seattle
Nov. 22	27-21 W	Oakland
Dec. 5	10-16 L	Kansas City
Dec. 13	24-27 L	at Jacksonville
Dec. 19	36-30 W	Seattle
Dec. 25	17-7 W	at Detroit
Jan. 2	6-12 L	San Diego

2000 SCHEDULE

DATE	OPPONENT
Sept. 4	at Saint Louis (Mon.)
Sept. 10	Atlanta
Sept. 17	at Oakland
Sept. 24	Kansas City
Oct. 1	New England
Oct. 8	at San Diego
Oct. 15	Cleveland
Oct. 22	at Cincinnati
Oct. 29	Open Date
Nov. 5	at New York Jets
Nov. 13	Oakland (Mon.)
Nov. 19	San Diego
Nov. 26	at Seattle
Dec. 3	at New Orleans
Dec. 10	Seattle
Dec. 17	at Kansas City
Dec. 23	San Francisco (Sat.)

BRONCOS

Playbook

BUNCH

Lead
 Sweep
 Motion Toss
 Motion Flat
 Dive
 PA Screen
 PA Post
 PA Pass

PASS

Motion Weak Lead
 PA PA Boot
 PA PA Isolation
 PA Draw
 PA Motion Counter
 PA PA
 PA PA Counter

I TWINS

Motion Isolation
 Motion Cutback
 Motion Angle
 Express Lead
 Dive
 Post
 Motion Under
 Motion Post Corner
 Motion PA Post
 Motion Lead
 PA Vertical

RIGHT DOUBLE GUN

QB Draw
 Motion In
 Middle Screen
 Flat
 Draw
 Verticals
 Under
 Slant
 Middle Cross

I FORMATION

Lead Draw
 Lead
 Isolation
 FB Givo
 Cutback
 Shuffle Pass
 PA Verticals
 Outside Lead
 Motion Lead
 Motion Comeback
 Week Toss

ACE

Motion PA Roll Out
 Motion PA Roll
 Motion Draw
 Hook
 Comeback
 Scan
 Motion Wheel
 Motion Toss
 Motion Roll Throwback
 Motion Quick Pitch
 Zone
 TE Wheel
 TE Out

SPLIT GUN

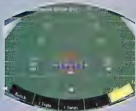
Post Corner
 Outs
 Swing
 Comeback
 Bingo
 Slant
 RB Wheel
 RB Post

SPLIT

Motion Under
 Motion Out
 Motion Get Away
 Inside Out
 Flare
 Orange Slant
 QB Draw
 Motion Vertical

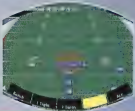
Formations

ACE



ACE IS PRESENTLY THE PASSING FORMATION FOR THE DENVER BRONCOS. PASSING ROUTES INCLUDE FIT, OUT, AND COMEBACK PATTERNS. THE BRONCOS USUALLY USE A THREE-STEP DROP SO THE BALL GETS TO THE RECEIVER IN A HURRY. WHEN THE BRONCOS RUN FROM THIS SET, THE OFFENSIVE LINE USES ZONE BLOCKING TO SPRING THE RUNNING BACK.

I FORMATION



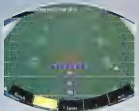
THE I FORMATION IS THE BASIC RUNNING SET FOR THE BRONCOS. MOST OF THE RUNS ARE BETWEEN THE TACKLES, BUT DON'T BE SURPRISED TO SEE A QUICK TOSSE OUTSIDE. BOTH BACKS ARE EXPLOSIVE AND HIT THE HOLES QUICKLY. MAKING THE MOST OF ANY HOLE THE LINE CAN OPEN UP. WHEN THEY PASS FROM THIS FORMATION, THE BACKS ARE INVOLVED AS RECEIVERS, AND THE ROUTES FOR THE TIGHT END AND RECEIVERS ARE SHORT AND QUICK.

TWINS



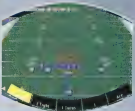
WHEN THE BRONCOS RUN FROM THIS FORMATION, THE BRONCOS, WHETHER THEY ARE PASSING OR RUNNING. WHEN THEY RUN THE BALL, THEY LIKE TO RUN TOWARD THE NEAR SIDE (THE SIDE WITH TWO RECEIVERS). PASS PLAYS ARE OFF OF SHORT, THREE-STEP DROPS AND PLAY ACTION.

I TIGHT



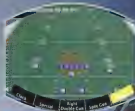
WHEN THE BRONCOS ARE FACED WITH SECOND-OR THIRD- AND LONG, THEY TURN TO THE SPLIT GUN FORMATION TO PICK UP LARGE CHUNKS OF YARDAGE. THE RECEIVERS RUN A LOT OF INS AND OUTS WHILE THE BACKS GO OUT INTO COVERAGE AND RUN OUTS AND POSTS.

BUNCH



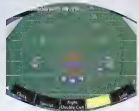
THIS FOUR-RECEIVER SET IS A GOOD ONE FOR GETTING THE BALL DEEP. THE THREE RECEPTORS CLUSTERED ON THE LEFT-HAND SIDE OF THE LINE ALLOW THE WIDE-OUTS THE OPPORTUNITIES TO RUN PICKS TO GET LOOSE OF THE DEFENDERS. OCCASIONALLY THE BRONCOS RUN A TOSSE SIDE WHEN THE DEFENSE ISN'T EXPECTING IT.

SPLIT



THE BRONCOS RUN A LOT OF SHORT PASS ROUTES OUT OF THE SPLIT FORMATION. THE BACKS ARE INVOLVED IN THE PASSING GAME FROM THIS SET. VERY RARELY DO THE BRONCOS RUN OUT OF THIS SET.

SPLIT GUN



WHEN THE BRONCOS ARE FACED WITH SECOND-OR THIRD- AND LONG, THEY TURN TO THE SPLIT GUN FORMATION TO PICK UP LARGE CHUNKS OF YARDAGE. THE RECEIVERS RUN A LOT OF INS AND OUTS WHILE THE BACKS GO OUT INTO COVERAGE AND RUN OUTS AND POSTS.

GUN DOUBLE RIGHT



GUN DOUBLE RIGHT IS A POPULAR SHORTGUN FORMATION AND IS THE TWO-MINUTE DRILL OFFENSE FOR THE BRONCOS. THEY USE A WIDE VARIETY OF PASSING ROUTES, BUT TEND TO FAVOR THE QUICK POST AND SLANT PLAYS. WHEN THE BRONCOS RUN OUT OF THIS SET, WATCH THE DRAW OR QB DRAW.

NFL
2K1

CLEVELAND BROWNS

TEAM
INFOCoach: Chris Palmer
Capacity: 72,000Stadium: Cleveland Browns Stadium
Surface: Grass

BY THE NUMBERS

Offense ▶▶ 85

Defense ▶▶ 78

Overall ▶▶ 79

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	0-43 L	Pittsburgh
Sept. 19	9-26 L	at Tennessee
Sept. 26	10-17 L	at Baltimore
Oct. 3	7-19 L	New England
Oct. 10	17-16 L	Cincinnati
Oct. 17	7-24 L	at Jacksonville
Oct. 24	3-34 L	at St. Louis
Oct. 31	21-16 W	at New Orleans
Nov. 7	9-41 L	Baltimore
Nov. 14	16-15 W	at Pittsburgh
Nov. 21	17-31 L	Carolina
Nov. 28	22-13 L	Tennessee
Dec. 5	10-23 L	at San Diego
Dec. 12	26-41 L	at Cincinnati
Dec. 19	14-24 L	Jacksonville
Dec. 26	28-29 L	Indianapolis

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Jacksonville
Sept. 10	at Cincinnati
Sept. 17	Pittsburgh
Sept. 24	at Oakland
Oct. 1	Baltimore
Oct. 8	at Arizona
Oct. 15	at Denver
Oct. 22	at Pittsburgh
Oct. 29	Cincinnati
Nov. 5	New York Giants
Nov. 12	New England
Nov. 19	at Tennessee
Nov. 26	at Baltimore
Dec. 3	at Indianapolis
Dec. 10	Philadelphia
Dec. 17	Tennessee
Dec. 24	Open Date

Playbook

QUEENS

Offense Lead
Motion West
MotionOffense
Motion
Motion
Motion
Motion

JUMBO I

Motion Pass
Motion Lead
Motion
Motion Lead
Motion
Motion Stop and Go
Off Tackle

DOUBLES

Scissors
Motion Slants
In
Corner
Comeback
Switch
Slants
Screen

LEFT DOUBLE GUN

Post Corner
Post
Motion Switch
Inside Out
G Lead
Scissors
Reverse
QB Draw

TREY

Dive
Deep In
Comeback
Curl
Quick Step
Screen
PA Boot Get Away
PA Boot Corner
Inside
Get Away
Streaks
Slot Corner

JUMBO I

PA Switch
Motion PA Corner
Motion Isolation
PA Lead
Isolation
Toss
Slant
Power Lead

I FORMATION

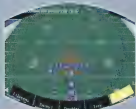
Motion Flat
Flare
Comeback
Curl
Counter Toss
Post
PA Verticals
PA In
Off Tackle
Motion Lead
Power Lead

DOUBLE RIGHT SLOT

Motion Zone
Motion PA Under
Hat
Hat
Flare
WR Screen
Slant
Slant

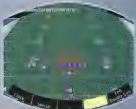
Formations

JUMBO I



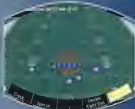
THE JUMBO I IS THE CLEVELAND SHORT YARDAGE/GOAL LINE FORMATION. THE EXTRA TACKLE MAKES THIS A VERY POWERFUL RUNNING FORMATION. MOST OF THE RUNS ARE STRAIGHT AHEAD, DESIGNED TO MOVE THE PILE FORWARD. SOME PLAY ACTION PASSES ARE THROWN IN TO KEEP THE DEFENSE OFF BALANCE.

DOUBLE RIGHT SLOT



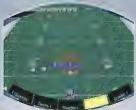
USED IN PASSING SITUATIONS, DOUBLE RIGHT SLOT GIVES CLEVELAND AN EFFECTIVE WAY TO THROW QUICK PASSES AND GET GOOD RUN AFTER CATCH (RAC). MOST OF THE PASSING ROUTES ARE DESIGNED TO STRETCH THE DEFENSE AND OPEN UP THE UNDERNEATH FOR THE QUICK PASS. THE RUNNING GAME IS A TYPICAL ONE BACK STYLE, FEATURING ZONE AND TOSS PLAYS.

GUN DOUBLES LEFT



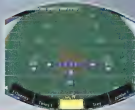
GUN DOUBLES LEFT IS A GOOD FORMATION, OFFERING A WELL-BALANCED ATTACK OF RUN AND PASS PLAYS. PASS PLAYS ARE MADE UP OF QUT, QUICK CROSSING, AND PICK ROUTES. THE RUNNING BACK HANGS BACK TO PICK UP A BUTTER, THEN RELEASES INTO THE FLATS AS AN OUTLIER RECEIVER.

TREY



TREY IS ONE OF CLEVELAND'S FAVORITE FORMATIONS. USED MOSTLY IN PASSING SITUATIONS, TREY IS DESIGNED TO PICK OFF THE DEFENDERS AND CREATE AN EASY, HIGH-PERCENTAGE PASS. LOOK FOR A LOT OF CLEAR OUTS AND PICK ROUTES TO OPEN UP THE MIDDLE PART OF THE FIELD. RUNNING PLAYS CALLED FROM THIS SET ARE PILE-UNCLUTTER ZONES AND SHEEPS.

DOUBLES



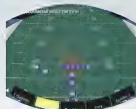
SIMILAR TO THE DOUBLE RIGHT SLOT, DOUBLES IS AN EFFECTIVE PASSING FORMATION IN THIRD-DOWN SITUATIONS. IT ISN'T USED OFTEN, BUT THE ROUTES ARE SET UP TO MINIMIZE THE RECEIVER'S RAC.

I FORMATION



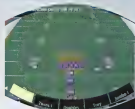
THE I FORMATION IS DEFINITELY THE FAVORITE FORMATION OF THE BROWNS. THEY USE A GOOD COMBINATION OF RUNS AND PASSES, BUT PASS PLAYS ARE CALLED MORE OFTEN THAN RUNS. PLAY ACTION IS EFFECTIVE FROM THIS SET ONCE THE GROUND GAME IS ESTABLISHED.

TWINS I



THIS FORMATION IS DESIGNED TO CONFUSE THE DEFENSE AND ALLOW THE OFFENSE TO PICK UP EASY COMPLETING RUNNING PLAYS FROM THIS SET INCLUDE ZONE AND DRUM PLAYS.

I QUEENS



A VARIATION OF CLEVELAND'S I FORMATION, THE ADDED RECEIVER GIVES THE BROWNS A DECIDED ADVANTAGE IN PASSING SITUATIONS. BUT WITH THE FULLBACK SKILL IN THE GAME, THE BROWNS HAVE AN ADVANTAGE WHEN TRYING TO PLODGE THE BALL UP THE GUT.

BROWNS

NFL
2K1

TAMPA BAY BUCCANEERS

TEAM
INFOCoach: Tony Dungy
Capacity: 66,321Stadium: Raymond James Stadium
Surface: Grass

BY THE NUMBERS

Offense 92

Defense 86

Overall 89

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	13-17 L	New York Giants
Sept. 19	17-13 W	at Philadelphia
Sept. 26	15-18 W	Browns
Oct. 3	14-21 L	at Minnesota
Oct. 10	23-20 L	at Green Bay
Oct. 17	9-2 W	Chicago
Oct. 24	5-20 L	at Detroit
Nov. 7	31-14 W	at New Orleans
Nov. 14	17-18 W	Baltimore City
Nov. 21	19-10 W	Atlanta
Nov. 28	14-2 W	at Seattle
Dec. 6	24-17 W	Minnesota
Dec. 13	25-14 W	Detroit
Dec. 19	9-45 L	at Oakland
Dec. 26	29-10 W	Green Bay
Jan. 2	20-6 W	at Chicago

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at New England
Sept. 10	Chicago
Sept. 17	at Detroit
Sept. 24	New York Jets
Oct. 1	at Washington
Oct. 8	at Minnesota (Thanksgiving)
Oct. 15	Opus Data
Oct. 19	Detroit (Thu.)
Oct. 24	Minnesota
Nov. 5	at Atlanta
Nov. 12	Green Bay
Nov. 19	at Chicago
Nov. 26	Buffalo
Dec. 3	Dallas
Dec. 10	at Miami
Dec. 18	St. Louis (Mon.)
Dec. 24	at Green Bay

Playbook

DOUBLE TIGHT

Verticals
Screen
PA Corner
PA
Sprint Comeback
Trap

TIGHT

PA Corner
PA Corner
PA Draw
Isolation
Isolation
Isolation
PA Streaks
PA Get Away
Sprint Comeback

1 TIGHT

Motion Toss
Motion Power
Motion PA Flat
Motion PA Corner
Motion PA Boot Out
PA Corner
Motion Zone

1 FORMATION

Isolation
Inside Zone
Hitch
FB Give
Counter Toss
PA Verticals
PA Post
PA Out
PA Flat
Lead Draw
Zone
Power Lead

TREY GUN

Hook
Hitch
Flat
Draw
Curl
Sled Hook
Slant
Screen
QB Draw
Post
Trap
Toss
Sprint Comeback

QUAD GUN

Fade
Draw
Curl
Curl
Cross
Trap
Sprint Corner
Slants
Shovel Pass
QB Draw
Verticals
Trap Bootleg Run

SPLIT GUN

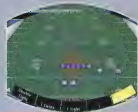
Trap
Shovel Pass
Post
PA Get Away
Draw
Verticals

DOUBLE RIGHT SLANT

Motion Verticals
Motion Slant
Motion Curl
Inside Zone
Draw
Trap
Toss
PA Streaks

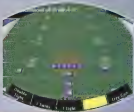
Formations

TREY GUN



THIS IS TAMPA'S FAVORITE SHOTGUN FORMATION. THIS SET-UP ALLOWS TAMPA BAY TO RUN COMBINATION ROUTES WITH THREE RECEIVERS AGAINST MAN OR ZONE COVERAGE. ON THE SINGLE RECEIVER SIDE, THE BUCS ISOLATE MAN TO MAN IN BLITZ SITUATIONS. THIS IS ONE OF TAMPA'S MOST PRODUCTIVE SETS.

I FORMATION



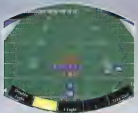
THIS IS A BIG FORMATION FOR TAMPA ON FIRST AND SECOND DOWN. THEY LIKE TO RUN 15 TO 20 TIMES PER GAME. THE BUCKAMERS WANT TO RUN THE BALL TO SET UP THE PLAY-ACTION PASS.

I TIGHT



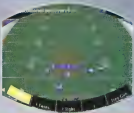
I TIGHT IS A GOAL LINE/SHORT YARDAGE FORMATION FOR THE BUCS. THEY LIKE TO USE THIS FORMATION ON THIRD OR FOURTH AND 1, OR INSIDE THE 5-YARD LINE. WITH THE BIG FULLBACK DOTTING THE I, IT'S DIFFICULT FOR THE DEFENSE TO SUCCESSFULLY DEFEND THIS FORMATION. ON THE GROUND, THE BUCS STAY BETWEEN THE TACKLES. THEY USE THE PLAY ACTION TO SURPRISE THE DEFENSE.

I TWINS



THIS IS A FIRST OR SECOND DOWN FORMATION FOR TAMPA BAY. THIS IS CLEARLY A RUNNING SET FOR THE BUCKAMERS. THEY LIKE TO RUN INSIDE AND OUTSIDE. AFTER THEY'VE POUNDED THE DEFENSE FOR A WHILE, THEY SPRING THE PLAY-ACTION PASS.

DOUBLE TIGHT



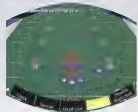
THE BUCS LINE UP IN DOUBLE TIGHT ON FIRST AND SECOND DOWN. THIS FORMATION ALLOWS TAMPA BAY TO USE AN EXTRA BLOCKER AT THE POINT OF ATTACK. IN PASSING SITUATIONS, THE BUCS USE DROP-BACK AND PLAY-ACTION PASSES TO SET UP THEIR RECEIVERS ON CROSSING ROUTES.

DOUBLE RIGHT SLOT



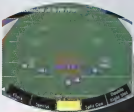
TAMPA LINES UP IN THE DOUBLE RIGHT SLOT FORMATION IN JUST ABOUT ANY DOWN AND DISTANCE SITUATION. THE STRENGTH OF THE RUNNING GAME IS TO THE STRONG SIDE OF THE LINE. THE RUNNING BACK GOES OUT INTO THE PASS PATTERN ON THIS PLAY.

SPLIT GUN



THE BUCKAMERS LIKE TO USE THIS SET ON THIRD DOWN PASSING SITUATIONS. THEY RUN A VARIETY OF COMBINATION ROUTES ON THE OUTSIDE TO MOVE THE BALL. THEY LIKE TO HIT THE BACKS COMING OUT OF THE BACKFIELD.

QUAD GUN



QUAD IS A THIRD DOWN PASSING FORMATION FOR THE BUCS. THEY LIKE TO SPREAD THE FIELD WITH FOUR RECEIVERS AND GIVE THE QUARTERBACK THE OPTION OF SCRAMBLING OR THROWING FOR THE FIRST DOWN. THE RECEIVERS RUN A NUMBER OF CROSSING ROUTES TO SET FOOT OF THE DEFENDERS.

NFL
2K1

ARIZONA CARDINALS

TEAM
INFOCoach: Vince Tobin
Capacity: 73,273Stadium: Sun Devil Stadium
Surface: Grass

BY THE NUMBERS

Offense ▶▶ 79

Defense ▶▶ 89

Overall ▶▶ 80

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	25-24 W	at Philadelphia
Sept. 19	16-19 L	at Miami
Sept. 27	10-24 L	San Francisco
Oct. 3	7-35 L	at Dallas
Oct. 10	14-3 W	New York Giants
Oct. 17	10-24 L	Washington
Oct. 31	3-27 L	New England
Nov. 7	7-12 L	at New York Jets
Nov. 14	23-19 W	Detroit
Nov. 21	13-9 W	Dallas
Nov. 28	34-24 W	at New York Giants
Dec. 5	21-17 W	Philadelphia
Dec. 12	3-28 L	at Washington
Dec. 19	21-31 L	Buffalo
Dec. 26	14-37 L	at Atlanta
Jan. 2	24-49 L	at Green Bay

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at New York Giants
Sept. 10	Dallas
Sept. 17	Open Date
Sept. 24	Green Bay
Oct. 1	at San Francisco
Oct. 8	Cleveland
Oct. 15	Philadelphia
Oct. 22	at Dallas
Oct. 29	New Orleans
Nov. 5	Washington
Nov. 12	at Minnesota
Nov. 19	at Philadelphia
Nov. 26	New York Giants
Dec. 3	at Cincinnati
Dec. 10	at Jacksonville
Dec. 17	Baltimore
Dec. 24	at Washington

Playbook

WEAK I DOUBLES

Quick Slant
Quick Lead
PA Verticals
Horn
FB Dive
QB Screen Under
QB Lead Play
Hail

JUMBO I

Motion Fade
Motion Dive
Motion
Motion
Motion
Motion
Motion
Motion
Motion
Motion

ACE

PA Boot Vertical
Off Tackle
Motion Cutback
Flat
Delay Off Tackle
Verticals
Streaks
Mirror Slants
Slant
Screen
WR Screen
Cutback

SPLIT

Out
Motion Under Cross
Motion Post
Motion Lead
Draw
Toss
Slant
Post

SPLIT GUN

Motion Scissors
Motion Draw
Motion Cross
Get Away
Red Deep Out
Deep Cross
RB Cross
Motion Under

WEAK I

Motion PA Flood
WR Motion Lead
Swing
Dive
Counter
Power Sweep
Pressure Out
Option
Motion Toss
Motion Sprint
Verticals
Strong Toss
FB Decay Screen

TREY

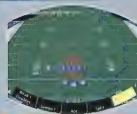
Motion Out
Motion Desert Draw
Motion Delay
HB Motion Verticals
HB Motion Fade
Vertical
Streaks Sky
Split Screen
Dead Post
Double Out

SPLIT QUEENS

PA Boot Cutback
Motion Vertical
Overlaid Motion Lead
FB Lead
Deep Out
Underneath
Power Lead
Shot Post

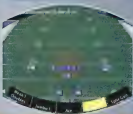
Formations

SPLIT GUN



THE SPLIT GUN FORMATION IS A TRUE PASSING FORMATION FOR THE CARDINALS. BOTH BACKS PLAY AN ACTIVE ROLE IN THE PASSING GAME, SETTING UP IN THE SCREEN, THE OPTION ROUTE, OR THE OUTLET PASS. WHEN THE CARDINALS DO RUN, IT'S MOSTLY A PLAY TO KEEP THE DEFENSE OFF BALANCE. MOST PASSING ROUTES ARE SHORT AND DESIGNED TO PICK UP ONLY 5 TO 7 YARDS.

SPLIT



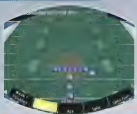
ARIZONA USES THIS LESS THAN ANY OTHER FORMATION. MOST OF THE RUNS ARE BETWEEN THE BACKS, AND THEY FOCUS ON PICKING UP CONSISTENT YARDAGE ON FIRST AND SECOND DOWNS. PASSING IS BASED ON THE PLAY ACTION, BUT BEWARE OF THE OCCASIONAL FLY PATTERN.

SPLIT QUEENS



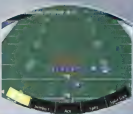
SPLIT QUEENS IS A TRUE PASSING FORMATION FOR THE CARDINALS. BOTH BACKS PLAY AN ACTIVE ROLE IN THE PASSING GAME, SETTING UP IN THE SCREEN, THE OPTION ROUTE, OR THE OUTLET PASS. WHEN THE CARDINALS DO RUN, IT'S MOSTLY A PLAY TO KEEP THE DEFENSE OFF BALANCE. MOST PASSING ROUTES ARE SHORT AND DESIGNED TO PICK UP ONLY 5 TO 7 YARDS.

JUMBO I



THE JUMBO I FORMATION IS A TRUE PASSING FORMATION FOR THE CARDINALS. BOTH BACKS PLAY AN ACTIVE ROLE IN THE PASSING GAME, SETTING UP IN THE SCREEN, THE OPTION ROUTE, OR THE OUTLET PASS. WHEN THE CARDINALS DO RUN, IT'S MOSTLY A PLAY TO KEEP THE DEFENSE OFF BALANCE. MOST PASSING ROUTES ARE SHORT AND DESIGNED TO PICK UP ONLY 5 TO 7 YARDS.

WEAK I DOUBLES



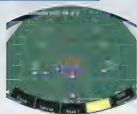
THIS IS A SMALL VARIATION FROM THE STANDARD WEAK I FORMATION. THE CARDINALS LIKE TO USE MOTION TO SET UP THE RUN AND THE PASS. WHEN RUNNING THEY LIKE TO USE PLAYS DESIGNED TO THE OPEN SIDE OF THE FORMATION. THE PASSING GAME IS BASED ON QUICK PASSES THAT LET THE RECEIVERS CATCH AND CREATE FOR LARGER GAINS.

ACE



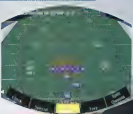
THE ACE IS THE CARDINALS' MOST FREQUENTLY USED FORMATION. THEY USE A COUPLE OF DEEP ROUTES EARLY TO SET UP THE INSIDE OF THE DEFENSE FOR A GROUND ATTACK. RUNNING PLAYS INCLUDE A NUMBER OF DELAY RUNS DESIGNED TO GIVE THE BACK HIS CHOICE OF RUNNING LANES. IN THE SHORT PASSING GAME, THE CARDINALS TURN TO THE QUICK BUT EFFECTIVE SLANT ROUTE. OCCASIONALLY, THE CARDINALS THROW IN A REVERSE AND REVERSE PASS FROM THIS SET.

TREY



THE TREY FORMATION IS A TRUE PASSING FORMATION FOR THE CARDINALS. BOTH BACKS PLAY AN ACTIVE ROLE IN THE PASSING GAME, SETTING UP IN THE SCREEN, THE OPTION ROUTE, OR THE OUTLET PASS. WHEN THE CARDINALS DO RUN, IT'S MOSTLY A PLAY TO KEEP THE DEFENSE OFF BALANCE. MOST PASSING ROUTES ARE SHORT AND DESIGNED TO PICK UP ONLY 5 TO 7 YARDS.

WEAK I



THIS IS ANOTHER INVENTIVE FORMATION OF ARIZONA. THE CARDINALS REY ON THE WEAK I MOSTLY WHEN THEY WANT TO RUN, USING THE OFF-TACKLE AND TACKLES LEAD TO CONSISTENTLY PICK UP 2 OR 3 YARDS. THE RUNNING BACK IS AN INTEGRAL PART OF THE PASSING GAME, FLIPPING OUT TO THE FLAYS OR SETTING DOWN IN THE MIDDLE FOR THE BUMP OFF PASS. AS FOR THE RECEIVERS, ARIZONA LIKES TO USE A SOLID COMBINATION OF SLANTS, OUTS, AND CORNBREAD PATTERNS TO KEEP THE NEAR OFF THE QB.

ARIZONA
CARDINALS

SAN DIEGO CHARGERS

TEAM
INFOCoach: Mike Riley
Capacity: 71,000Stadium: QUALCOMM Stadium
Surface: Grass

BY THE NUMBERS

Offense ▶▶ 61

Defense ▶▶ 95

Overall ▶▶ 80

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 19	34-7 W	at Cincinnati
Sept. 26	14-27 L	Indianapolis
Oct. 3	21-14 W	Kansas City
Oct. 10	20-10 W	at Detroit
Oct. 17	13-10 W	Seattle
Oct. 24	3-31 L	Green Bay
Oct. 31	0-34 L	at Kansas City
Nov. 7	17-33 L	Denver
Nov. 14	9-28 L	at Oakland
Nov. 21	20-23 L	Chicago
Nov. 28	27-35 L	at Minnesota
Dec. 5	23-10 W	Cleveland
Dec. 12	19-16 W	at Seattle
Dec. 19	9-12 L	at Miami
Dec. 26	23-20 W	Oakland
Jan. 2	12-6 W	at Denver

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Oakland
Sept. 10	New Orleans
Sept. 17	at Kansas City
Sept. 24	Seattle
Oct. 1	at St. Louis
Oct. 8	Denver
Oct. 15	at Buffalo
Oct. 22	Open Date
Oct. 29	Oakland
Nov. 5	at Seattle
Nov. 12	Miami
Nov. 19	at Denver
Nov. 26	Kansas City
Dec. 3	San Francisco
Dec. 10	at Baltimore
Dec. 17	at Carolina
Dec. 24	Pittsburgh

Playbook

DOUBLE TIGHT RIGHT

Motion Crossover
Tighten
Flare
Line Over
Crossover Loss
Tight
PA Screen
Off-Tackle

RIPS-GUN

Under Cross
Tackle Screen
Hoop
Blow
Deep Curl
Slants
Scare
Sissors
Out
Motion Post
Post and Go

DOUBLES GUN

Motion Sissors
Motion Flat
Motion Draw
Curl
Comeback
Stretch
Slants
Motion Vertical

EMPTY GUN

Motion Switch
Motion Cross
Hitch
Dig
Cross
Vertical
Under
QB Draw
Outs
Motion Verticals

CHARGERS I

Cosner Trap
Cosner Loss
Cosner
Comeback
Check Down
Lead Draw
Lead
Hitch
Get Away
FB Give
Zone
Vertical
Slants
Post
Out

CHARGERS RIGHT

Stop and Go
Flare
Flare
Dive
Cross
Zone
Verticals
Toss

TREY

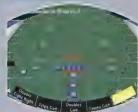
PA Post
Hitch
Curlback
Curl
Comeback
Zone
Toss
Stretch
Slip Screen
Post

TWINS I

Out
Off-Tackle
Isolation
Cross
Corner
Under
PA Slants

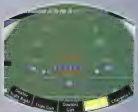
Formations

CHARGERS I



IN THIS FAVORITE FORMATION OF THE SAN DIEGO CHARGERS, THE TEAM LINES TO PICKS ON THE GROUND GAME. THE CHARGERS HAVE SOME PASS PLAYS IN THIS SET, BUT WOULD RATHER USE THE SHOTGUN FORMATION IN PASSING SITUATIONS. THE BACKS ARE POWERFUL AND ARE REST BETWEEN THE TACKLES. THE RIGHT END IS MORE OF A BLOCKER FROM THIS SET.

EMPTY GUN



THIS IS THE LONG YARDAGE FORMATION OF CHOICE FOR SAN DIEGO. A LOT OF DEEP AND CROSSING ROUTES—USED TO PICK OFF DEFENDERS—are featured in this set. WHILE THE CHARGERS OCCASIONALLY RUN OTHER PLAYS, THE QB DRAWS IS THE ONE THEY CALL MORE OFTEN THAN NOT.

DOUBLES GUN



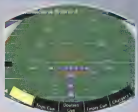
THIS IS THE NOT-SO-COMMON SHOTGUN FORMATION OF THE CHARGERS. THE BACKS ARE USUALLY INVOLVED AS RECEIVERS, AND ONE WIDE-OUT IS RUNNING A DEEP ROUTE. MOST OF THE PASS PLAYS TAKE LONGER TO DEVELOP, SO THE OFFENSIVE LINE HAS GOT TO HOLD ITS BLOCKS TO PREVENT THE SACK.

TRIPS GUN



THIS IS SAN DIEGO'S FAVORITE SHOTGUN FORMATION. THE CHARGERS LIKE TO RUN A LITTLE BIT OF EVERYTHING FROM THIS SET. THEY USE A LOT OF CROSS AND PICK ROUTES TO FREE UP THE RECEIVERS FOR BIG GAINS. THE MIDDLE SCREEN IS A VERY EFFECTIVE PLAY OUT OF THIS SET.

DOUBLE TIGHT RIGHT



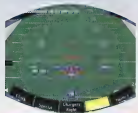
SAN DIEGO USES THIS SET TO RUN GOAL-LINE AND SHORT YARDAGE PLAYS. WITH TWO STRONG BACKS, THE CHARGERS LIKE TO TRY AND RUN OVER THE HEART OF THE DEFENSE. OCCASIONALLY, THEY PASS FROM THIS SET, BUT THE FORMATION IS PREDOMINANTLY USED FOR RUNNING THE FOOTBALL.

CHARGER RIGHT



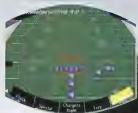
LOOKS CAN BE DECEIVING WITH THIS FORMATION. CHARGER RIGHT GIVES SAN DIEGO A RUNNING LOOK WITH A PASSING FEEL. THE TIGHT END AND SLOT RECEIVER ON THE STRONG SIDE BLOCK ON EVERY PASSING PLAY. THE CHARGERS LIKE TO USE THE RUNNING BACKS TO RUN FLAT AND FLARE ROUTES AS A THIRD OPTION IN CASE THE WEAK SIDE RECEIVERS ARE COVERED. WHEN THEY RUN (WHICH DOESN'T HAPPEN OFTEN), LOOK FOR THE QUICK TOSS OR OFF-TOUCHDOWN PLAY.

TREY



THE TREY FORMATION USES THE SAME VARIETY OF PASS PATTERNS AS THE TRIPS GUN FORMATION. THE CHARGERS LIKE TO USE A VARIETY OF QUICK PASSES AND SCREENS TO EFFECTIVELY MOVE THE FOOTBALL. THE BACK USUALLY STAYS IN TO BLOCK BUT DROPS INTO THE POTENTIAL IF THE QB GETS PLOTTING. THE CHARGERS RARELY RUN FROM THIS SET.

TWINS I



FROM THE TWINS I FORMATION, THE CHARGERS CAN RUN OR PASS. MOST OF THEIR RUNS ARE BETWEEN THE TACKLES, BUT THEY RUN AN OCCASIONAL TOSS TO KEEP THE DEFENSE ON ITS TOES. PASS PLAYS ARE SHORT AND QUICK TO PICK UP THE FIRST DOWN OR THE TOUCHDOWN.

KANSAS CITY CHIEFS

TEAM
INFOCoach: Gunther Cunningham
Capacity: 79,409Stadium: Kansas City Stadium
Surface: Grass

BY THE NUMBERS

Offense ➤ 85

Defense ➤ 85

Overall ➤ 83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	17-20 L	at Chicago
Sept. 19	16-19 W	at Denver
Sept. 26	31-21 W	Detroit
Oct. 5	14-21 L	at San Diego
Oct. 12	16-14 W	New England
Oct. 19	20-6 W	at Baltimore
Oct. 25	14-6 W	San Diego
Nov. 7	17-25 L	at Indianapolis
Nov. 14	10-17 L	at Tampa Bay
Nov. 21	19-31 L	Seattle
Nov. 28	37-34 W	at Oakland
Dec. 5	16-10 W	at Denver
Dec. 12	31-28 W	Minnesota
Dec. 18	35-19 W	Pittsburgh
Dec. 26	14-23 L	at Seattle
Jan. 2	38-41 L	Oakland

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Indianapolis
Sept. 10	at Tennessee
Sept. 17	San Diego
Sept. 24	at Denver
Oct. 2	Seattle (Mon.)
Oct. 8	at Baltimore
Oct. 15	Oakland
Oct. 22	St. Louis
Oct. 29	at Seattle
Nov. 5	at Oakland
Nov. 12	at San Francisco
Nov. 19	Buffalo
Nov. 26	at San Diego
Dec. 4	at New England (Mon.)
Dec. 10	Carolina
Dec. 17	Denver
Dec. 24	at Atlanta

Playbook
STRONG 1 TWINS

PA Post
PA Option
Counter Toss
Counterback
Toss
PA Post
PA Post Corner

WEAK 1

Motion Cutback
Motion Counter
Lead
FB Give
Cutback
Toss

WEAK 1 (CONT)

PA POST
Motion Lead Draw
Motion Lead
Motion Flood
Weak Lead
Weak Dive

TREY

Flats
Flare
Cutback
Curl
Comeback
Motion Zone
Motion Verticals
Motion Post
Motion PA Comeback
Motion Counter
Wheel
Option

ACE

Motion Lead
Motion Curl
Motion Counter Trap
Inside Zone
Dive
PA Dig
PA Comeback
Outside Zone
Motion Seam
Motion PA Curl
Screen
PA Seam
PA Post

CHIEFS RIGHT

Motion Option
Motion Flat
Motion Comeback
Flare
Draw
Verticals
Stretch
Motion Zone
Motion Screen

WEAK 1 DOUBLES

Inside Lead
FB Give
Cutback
Counter
Comeback
Screen
PA Roll Out
Outside Lead

STRONG 1

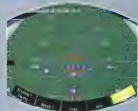
FB Give
FB Dive
Cross
Counter Toss
Counter
Slant and Go
PA Comeback
Motion PA Post
Motion Lead
Motion Flood

I TIGHT

Outside Lead
Motion Lead
Motion Isolation
FB Off-Tackle
FB Give
Toss
PA Post
PA Flood

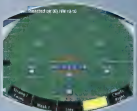
Formations

CHIEF RIGHT



KANSAS CITY LIKES TO PASS FROM THIS FORMATION. MOST OF THE PASSES ARE QUICK AND SHORT TO EITHER THE RECEIVERS OR THE TIGHT END. WITH SUCH A GOOD TIGHT END, THE CHIEFS FEATURE HIM FROM THIS SET. TO FREE HIM UP, THE CHIEFS USE MOTION IN AN ATTEMPT TO ISOLATE THE TIGHT END AGAINST A LINEBACKER OR SAFETY. THE PRE-EMINENT RUNNING PLAY IS THE DRAW.

ACE



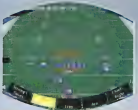
THE CHIEFS USE A BALANCED OFFENSIVE ATTACK OUT OF THIS FORMATION. THE GROUND GAME INCORPORATES THE TIGHT END AS A BLOCKING BACK. THE PASSING GAME IS MOSTLY PLAY ACTION, ATTACKING THE DEFENSE DEEP. LOOK FOR A LOT OF MOTION OUT OF THIS SET.

TREY



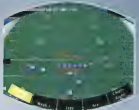
WHEN THEIR BACKS ARE UP AGAINST THE WALL, IN MUST PASS SITUATIONS, THE CHIEFS TURN TO THIS FORMATION. MOST ROUTES ARE DOWNFIELD, AND THE CHIEFS RUN THIS SET AS THE TWO-MINUTE DRILL FORMATION. LOOK FOR A PULLING GUARD WHEN THEY WANT TO RUN FROM THIS SET.

WEAK I



SIMILAR, LOOKING TO THE STRONG I, THE WEAK I IS A STRONG RUNNING FORMATION. IN FACT, THE CHIEFS RARELY THROW FROM THIS SET. RUN PLAYS ARE MOSTLY KEPT INSIDE THE TACKLES, BUT OCCASIONALLY THE CHIEFS RUN AN OUTSIDE TOSS. LOOK FOR THE STRONG RUN GAME TO SET UP THE PLAY ACTION PASS FROM THIS SET.

STRONG I TWINS



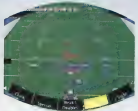
THE PASS IS USUALLY SET UP BY THE PLAY ACTION IN THIS OFFENSIVE SET. WHEN THEY WANT TO RUN, THE CHIEFS ATTACK THE OUTSIDE OF THE DEFENSE WITH THE OUTSIDE RUN, THE COUNTER TOSS, AND THE REVERSE.

I TIGHT



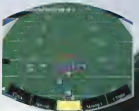
FORMATION, THIS IS CLEARLY A RUNNING FORMATION, CONCENTRATING BETWEEN THE TACKLES. PLAY ACTION PASSES TO BOTH THE HULLBACK AND TAILBACK ARE EFFECTIVE IN THIS SET.

STRONG I



THE HULLBACK IS FEATURED HEAVILY IN THIS FORMATION. WHEN THE CHIEFS RUN FROM THIS BALANCED FORMATION, THE COUNTER TOSS IS USUALLY EFFECTIVE. WHEN THEY WANT, IT'S USUALLY SET UP BY PLAY ACTION.

WEAK I DOUBLES



THIS IS PRIMARILY A RUN FORMATION FOR THE CHIEFS. MOST OF THE PLAYS ARE DESIGNED TO ATTACK THE INTERIOR OF THE DEFENSE. ANY PASSES THAT COME OUT OF THIS SET ARE FROM EITHER THE PLAY ACTION OR THE ROLL OUT.

INDIANAPOLIS COLTS

TEAM
INFOCoach: Jim Mora
Capacity: 60,272Stadium: RCA Dome
Surface: Astro Turf

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BY THE NUMBERS

Offense ➡ 82

Defense ➡ 82

Overall ➡ 78

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	31-14 W	Buffalo
Sept. 19	28-31 L	at New England
Sept. 26	27-19 W	at San Diego
Oct. 10	31-34 L	Miami
Oct. 17	16-13 W	at New York Jets
Oct. 24	31-10 W	Cincinnati
Oct. 31	34-24 W	Dallas
Nov. 7	25-17 W	Kansas City
Nov. 14	27-19 W	at New York Giants
Nov. 21	40-17 W	at Philadelphia
Nov. 28	13-6 W	New York Jets
Dec. 5	37-34 W	at Miami
Dec. 12	20-15 W	New England
Dec. 19	24-21 W	Washington
Dec. 26	29-28 W	at Cleveland
Jan. 2	6-31 L	at Buffalo

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Kansas City
Sept. 10	Oakland
Sept. 17	Open Date
Sept. 25	Jacksonville (Mon.)
Oct. 1	at Buffalo
Oct. 8	at New England
Oct. 15	at Seattle
Oct. 22	New England
Oct. 29	Detroit
Nov. 5	at Chicago
Nov. 12	New York Jets
Nov. 19	at Green Bay
Nov. 26	Miami
Dec. 3	at New York Jets
Dec. 11	Buffalo (Mon.)
Dec. 17	at Miami
Dec. 24	Minnesota

Playbook

KEY

Core
Draw
Flare
Hook
Lead
Reverse
Slant
Toss
Vertical
Wheel
Zone

DOUBLE RIGHT SLOT
(CONT.)

G Lead
Zero
Vertical
Toss
Stop and Go

RIGHT DOUBLE GUN
SLOT

Hook
Flare
Draw
Comeback
Angle
Z Hook
Vertical
Slant
Shovel Pass
Out

I FORMATION

PA Post
Off-Tackle
Lead
Isolation
Flare
Zone
Trap
Slant
Post

DOUBLES TIGHT

Vertical
Toss
PA Post
PA Boot Out
Inside Zone
Zone

ACE

Flare
Draw
Cutback
Counter
Comeback
PA In
Inside Zone
Is3
Is
G Lead
Zero
X In
Slant
Screen
PA Vertical

SPLIT GUN

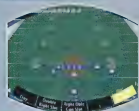
Out
Motion Vertical
Motion Under
Motion Post
Motion Flood
Wheel
Slant
Post

TRIPS

Under
Slant
PA Curl
Out
Angle
Zone
Wheel

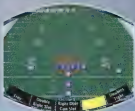
Formations

DOUBLES TIGHT



DOUBLES TIGHT IS A POWERFUL FORMATION FOR THE COLTS. INDIANAPOLIS LIKES TO RUN THE BALL BETWEEN THE TACKLES AND ALSO GO FOR A QUICK TOSS PLAY. THEY USE A LOT OF THE TIGHT FORMATION WHEN IN A SHORT GAME. DON'T BE DECEIVED.

I FORMATION



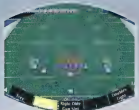
THIS IS PROBABLY THE COLTS' LEAST-USED FORMATION. WHEN THEY RUN, THEY USUALLY RUN TO THE OUTSIDE OFF-TACKLE. THEY USE SOME PLAY ACTION, BUT MOST OF THE PASSES USE THREE-STEP DROPS TO HIT THE RECEIVERS QUICKLY.

GUN DOUBLE RIGHT SLOT



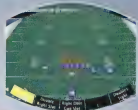
THIS IS THE TWO-MINUTE DRILL AND LONG YARDAGE FORMATION FOR THE COLTS. A LOT OF THE SAME ROUTES USED IN THIS SET ARE USED IN THE SPLIT GUN SET. THE MAJOR DIFFERENCES ARE AN ADDED DRAW PLAY AND SHOVEL PASS. THE COLTS LIKE TO THROW THE BALL TO THE RUNNING BACK COMING OUT OF THE BACKFIELD.

DOUBLE RIGHT SLOT



THIS IS BY FAR INDY'S FAVORITE FORMATION. IT IS A BALANCED SET USED ON ALMOST EVERY FIRST DOWN. WHEN RUNNING, THE COLTS USE AN ASSORTMENT OF INSIDE AND OUTSIDE RUNS. WHEN PASSING, THEY USE A GOOD COMBINATION OF ROUTES AND LIKE TO TEST THE WATERS WITH THE OCCASIONAL DEEP ROUTE.

TRIPY



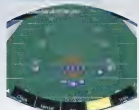
TRIPY IS A PASSING SET THAT THE COLTS LIKE TO USE IN LONG YARDAGE SITUATIONS, ESPECIALLY ON FIRST OR SECOND AND LONG. THE COLTS MOSTLY USE PICK ROUTES OUT OF THIS SET AND RUN A DRAW PLAY TO KEEP THE DEFENSE HUNGERY.

TRIPS



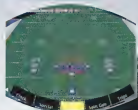
THIS IS ANOTHER LONG YARDAGE PASS FORMATION FOR THE COLTS. THEY LIKE TO USE A LOT OF PICKS AND SHORT ROUTES TO SET UP THE RECEIVERS FOR THE RUN AFTER THE CATCH. THEY THROW DEEP OFF THE PLAY ACTION. WHEN THEY DO RUN (WHICH ISN'T OFTEN), THE COLTS RUN OFF-TACKLE OFF-TACKLE.

SPLIT GUN



SPLIT GUN IS USED IN THIRD-DOWN PASSING SITUATIONS. THE COLTS LOVE TO USE THE OUT POST, AND SLANT ROUTES OUT OF THIS SET. THEY THROW THE BALL DEEP OCCASIONALLY FROM THIS FORMATION TO STRETCH OUT THE DEFENSE. THEY LIKE TO PUT THE BACKS OUT ON THE BACKFIELD A LOT FROM THIS SET.

ACE



THIS SET WAS SECOND ONLY TO THE DOUBLE RIGHT SLOT IN FREQUENCY LAST SEASON. THE COLTS LIKE TO USE THIS SET IN GOAL-LINE SITUATIONS, BOTH BEING INSIDE AND OUTSIDE. PASS PLAYS USE A LOT OF THREE- AND FIVE-STEP DROPS TO GET THE BALL TO THE RECEIVERS QUICKLY. THE COLTS KEEP PLAY ACTION LIMITED, AND WHEN THEY RUN THE BALL, THEY RUN BOTH INSIDE AND OUT.

NFL
2K1

DALLAS COWBOYS

TEAM
INFO

Couch: Dave Campo
Capacity: 65,675

Stadium: Dallas Stadium
Surface: Astro Turf

BY THE NUMBERS

Offense ➡ 90

Defense ➡ 82

Overall ➡ 81

1999 SEASON WRAP UP

Sept. 13	AT NY Jets	W
Sept. 20	AT NY Jets	W
Oct. 5	AT NY Jets	W
Oct. 10	AT NY Jets	W
Oct. 18	AT NY Jets	W
Oct. 24	AT NY Jets	W
Nov. 8	AT NY Jets	W
Nov. 14	AT NY Jets	W
Nov. 21	AT NY Jets	W
Nov. 28	AT NY Jets	W
Dec. 6	AT NY Jets	W
Dec. 13	AT NY Jets	W
Dec. 20	AT NY Jets	W
Dec. 27	AT NY Jets	W

2000 SCHEDULE

Sept. 10	AT NY Jets
Sept. 17	AT NY Jets
Sept. 24	AT NY Jets
Oct. 1	AT NY Jets
Oct. 8	AT NY Jets
Oct. 15	AT NY Jets
Oct. 22	AT NY Jets
Oct. 29	AT NY Jets
Nov. 5	AT NY Jets
Nov. 12	AT NY Jets
Nov. 19	AT NY Jets
Nov. 26	AT NY Jets
Dec. 3	AT NY Jets
Dec. 10	AT NY Jets
Dec. 17	AT NY Jets

Playbook

HEAD GUN

Ball
Artillery
Drive
Deep Out
Hailstorm
Hailstorm
Hailstorm 2
Hailstorm

HAILSTORM

Isolation Lead
Motion Counter
Motion Dive
Motion Kick
Motion
Motion Zone
Motion Pitch
Motion

I TIGHT

Isolation Lead
FB Shift Lead
FB Motion Counter
Fade
Blue Counter
Power Toss
Motion Toss
Motion Flood

I FORMATION

Motion Counter
Shift Cross
Lead
Isolation
Lead Counter
Motion Off Tackle
Motion Lead
Motion Isolation
Shift Flat
Shift Dive

I FORMATION (CONT.)

Verticals
Trap
Shift Shift
Motion Power Toss
Motion PA Post
Power Zone

DOUBLE LEFT SLOT

Motion Trap
Motion PA Post
Motion Corner
Deep Curl
Rustler Curl
Verticals
G Lead Toss
Switch
Motion Zone
Motion Under
Outside Zone

WEAK I

Motion Cross
Motion Under
Counter Toss
Counter
Counterback
Power Lead
Option
Motion Counter
Motion Shift
Motion Fade
Zone

ACE

Stretch
Counterback
PA Stop and Go
Flare
Mirror Go
TE Motion Zone

ACE (CONT.)

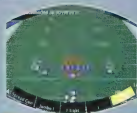
TE Motion Isolation
TE Motion Flat
TE Motion Delay
Stick Cross
Motion Toss

STRONG I TWINS

Isolation
Is
Flood
Dive
Curl
Toss
Out
Lead

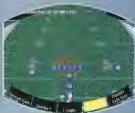
Formations

DOUBLE LEFT SLOT



DALLAS USES DOUBLE LEFT SLOT AS AN EFFECTIVE RUNNING AND PASSING FORMATION. MOST OF THE RUNS ARE BETWEEN THE TACKLES, BEHIND THE LEAD BLOCK OF THE TIGHT END. PASS ROUTES ARE SHORT AND INTERMEDIATE, RELYING ON SPEEDY RECEIVERS TO GET OPEN.

I FORMATION



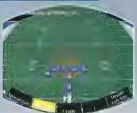
THE I FORMATION IS DALLAS'S FAVORITE FORMATION. IT IS MOSTLY USED IN RUNNING SITUATIONS. PASS PLAYS COME OUT OF THE FLANK CORNER.

I TIGHT



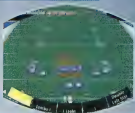
THE I TIGHT IS A BALANCED ATTACK. IT EMPHASIZES SHORT RUNS, WITH AN OCCASIONAL PASS. RUNNING PLAYS ARE MOSTLY OFF TACKLE.

JUMBO I



DALLAS USES THE JUMBO I FORMATION IN RUNNING SITUATIONS. THE RUNS ARE MADE UP OF SHORT PASSES, FEATURING COMEBACK, CURL, AND SLANT ROUTES. MOST OF THE RUNNING PLAYS ARE STRAIGHT UP THE MIDDLE AND BETWEEN THE TACKLES. VERY RARELY THE COWBOYS RUN A TOSSE PLAY FROM THIS FORMATION.

SPREAD GUN



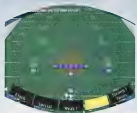
THE SPREAD GUN FORMATION IS A PASSING FORMATION. THE RUNNING BACKS PROVIDE AN EXTRA TWO ENDERS IN THIS SET. THE GROUND GAME IS BASED ON TOSSE RUNNING.

STRONG I TWINS



STRONG I TWINS IS A BALANCED FORMATION. WHEN THE COWBOYS RUN THE BALL, THEY RUN TO THE STRONG SIDE OF THE FORMATION. MOST OF THE PASSES ARE SHORT AND "FLAT". THE SLANT AND OUT ARE EXTREMELY EFFECTIVE FROM THIS SET, AS IS THE OCCASIONAL PICK ROUTE.

ACE



THE COWBOYS RUN JUST AS OFTEN FROM THIS FORMATION AS THEY PASS. THE AIR ATTACK IS MOSTLY MADE UP OF SHORT PASSES, FEATURING COMEBACK, CURL, AND SLANT ROUTES. MOST OF THE RUNNING PLAYS ARE STRAIGHT UP THE MIDDLE AND BETWEEN THE TACKLES. VERY RARELY THE COWBOYS RUN A TOSSE PLAY FROM THIS FORMATION.

WEAK I



THE WEAK I FORMATION IS A PASSING FORMATION. THE RUNNING BACKS PROVIDE AN EXTRA TWO ENDERS IN THIS SET. THE GROUND GAME IS BASED ON TOSSE RUNNING.

MIAMI DOLPHINS

TEAM INFO

Coach: Dave Wannstedt **Stadium:** Pro Player Stadium
Capacity: 74,916 **Surface:** Grass

BY THE NUMBERS

Offense 82

Defens 89

Overall   85

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 13	39-21 W	at Denver
Sept. 19	19-14 W	at Kansas
Oct. 4	16-23 L	at Buffalo
Oct. 18	34-31 W	at Indianapolis
Oct. 27	37-30 W	at New England
Oct. 28	16-13 W	Philadelphia
Oct. 30	14-9 W	at Oakland
Nov. 7	17-40 W	Tennessee
Nov. 14	9-23 L	at Buffalo
Nov. 27	23-17 W	New England
Nov. 28	9-20 L	at Dallas
Dec. Dec. 5	34-37 L	Indianapolis
Dec. Dec. 12	20-28 L	at New York Jets
Dec. Dec. 19	14-9 W	San Diego
Dec. Dec. 27	31-50 L	New York Jets
Jan. 2	19-21 L	at Washington

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Seattle
Sept. 10	at Minnesota
Sept. 17	Baltimore
Sept. 24	New England
Oct. 1	at Cincinnati
Oct. 8	Buffalo
Oct. 15	Open Date
Oct. 23	at New York Jets (Mon.)
Oct. 29	Green Bay
Nov. 5	at Detroit
Nov. 12	at San Diego
Nov. 19	New York Jets
Nov. 26	at Indianapolis
Dec. 3	at Buffalo
Dec. 10	Tampa Bay
Dec. 17	Indianapolis
Dec. 24	at New England

Playbook

- BB Option
- BB Counter Left
- 6-Lead Right
- Center Draw
- Access Outside
- 4-Beam
- Scrap Left
- Long Action TE Drag
- Long Action TE Cross
- Long Action Dig

WIMP'S GUM

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NUMBER 1

Motion Flat
Lead
Isolation
FB Give
Dive
Toss
PA Corner
Motion Lead

STRONG I

Flea Flicker
FB Trap
Fade
Dive
Counter Toss
PA Comeback
Out
Motion In
Motion Flat

STRONG

Lead
PA. Flan
PA. Carl

DOUBLE RIGHT SLOT

- Screen
- Open Trap
- Inside Zone
- Hitch
- Flat
- Trap
- Toss
- Strong Trap
- Slants
- Slant
- Zone
- Wheel

DOUBLES

Motion Screen
Inside Zone
In
Counter
Comeback
Post
Motion Zone
Motion Toss

EMPTY GUN

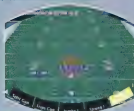
Motion Past
 Motion In
 Motion Fade
 In
 Curl
 TE Out
 Out
 Motion X In

FORMATION

PA Curl
Lead
Isolation
In
Counter
Toss
Screen
Power Lead
Post
PA X Post
Zone

Formations

DOUBLE RIGHT SLOT



FORMERLY KNOWN AS A 4-3-3, THIS FORMATION IS A BALANCED ATTACKING SIDE WITH A STRONG RIGHT SIDE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

STRONG I



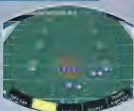
THE STRONG I IS ONE OF THE MOST BALANCED FORMATIONS. IT IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

JUMBO I



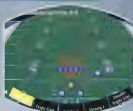
THIS IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

TRIPS GUN



THIS IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

SPLIT GUNS



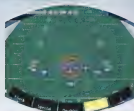
THIS IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

I FORMATION



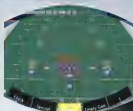
THIS IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

EMPTY GUN



EMPTY GUN IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

DOUBLES



THIS IS A 4-3-3 FORMATION WITH A STRONG CENTRAL PRESENCE. THE LEFT SIDE OF THE BACK LINE PROVIDES THE BALL WITH A STRONG BACK. THE CENTER MID IS THE KEY TO THE FORMATION. IF A GOOD PASS, THERE IS AN OUTLET PASS, IT'S A THREE-STEP DROP AND A QUICK PASS.

PHILADELPHIA EAGLES

TEAM
INFOCoach: Andy Reid
Capacity: 65,352Stadium: Veterans Stadium
Surface: Astro Turf

BY THE NUMBERS

Offense ➤ 75

Defense ➤ 80

Overall ➤ 75

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	24-25 L	Arizona
Sept. 19	5-19 L	Tampa Bay
Sept. 26	0-26 L	at Buffalo
Oct. 3	15-16 L	at New York Giants
Oct. 10	13-18 W	Dallas
Oct. 17	20-16 W	at Chicago
Oct. 24	13-16 L	at Miami
Oct. 31	17-23 L	New York Giants
Nov. 7	7-33 L	at Carolina
Nov. 14	35-28 W	Washington
Nov. 21	17-44 L	Indianapolis
Nov. 28	17-29 L	at Washington
Dec. 5	17-21 L	at Arizona
Dec. 12	10-20 L	at Dallas
Dec. 19	24-9 W	New England
Jan. 2	38-31 W	St. Louis

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Dallas
Sept. 10	New York Giants
Sept. 17	at Green Bay
Sept. 24	at New Orleans
Oct. 1	Atlanta
Oct. 8	Washington
Oct. 15	at Arizona
Oct. 22	Chicago
Oct. 29	at New York Giants
Nov. 5	Dallas
Nov. 12	at Pittsburgh
Nov. 19	Arizona
Nov. 26	at Washington
Dec. 3	Tennessee
Dec. 10	at Cleveland
Dec. 17	Open Date
Dec. 23	Cincinnati

Playbook

SPLIT TWINS

Spread Pass
 Out
 Slant
 Sweep
 Shotgun
 Pass
 Run Out
 Sweep

SPLIT QUEENS

Sweep
 Slant
 Slant
 Slant
 Sweepback
 Out
 Lead

DOUBLES

Zone
 Under
 Roll Out
 Out

I FORMATION

Lead
 Isolation
 Flat
 Counter
 Cornerback
 Toss
 Slant
 Power Lead
 PA Post Corner
 PA Post
 Trap

DOUBLE LEFT SLOT

G Lead
 Flat
 Urow
 Corner
 Cornerback
 TE Flat
 Sweep
 Slant
 Screens
 Out
 Zone
 Trap

TRY

Streaks
 G Lead
 Flat
 Drop
 Curl
 Under
 TE Drop

I TIGHT

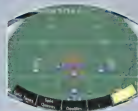
Power Off-Tackle
 Power Lead
 PA Corner
 Lead
 Isolation
 Trap
 Slant
 Roll Flat

I TWINS

Off-Tackle
 Lead
 Isolation
 Cornerback
 Curl
 Vertical
 PA Vertical
 PA Under
 PA Post

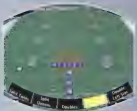
Formations

DOUBLES LEFT SLOT



DOUBLES LEFT SLOT IS A PASSING SET IN THE PHILADELPHIA PLAYBOOK. WHEN THE EAGLES RUN, THEY LIKE TO PULL A GUARD TO GIVE THE RUNNING BACK A LEAD BLOCKER. THE PASSING GAME USES A NUMBER OF DIFFERENT PASS ROUTES, INCLUDING INS, OUTS, SLANTS, AND HOOKS. THEY HAVE SHOWN A COUPLE OF EFFECTIVE SCREEN PLAYS.

I FORMATION



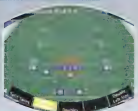
THE I FORMATION IS PHILADELPHIA'S FAVORITE FORMATION. THEY USE IT AT ANY TIME, REGARDLESS OF DOWN OR DISTANCE. THE EAGLES LIKE TO POWER THE BALL UP THE MIDDLE OF THE GROUND GAME. THE PASSING GAME IS MADE UP MOSTLY OF QUICK THREE STEP DROPS WITH THE OCCASIONAL PLAY ACTION PASS.

DOUBLES



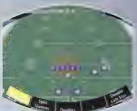
LONG SITUATIONS. MOST OF THE ROUTES ARE QUICK HIT-TERS DESIGNED TO SET UP THIRD AND SHORT. LOOK FOR AN ASSORTMENT OF OUTS, SLANTS, AND INS OFF OF THE THREE-STEP DROP OF THE QUARTERBACK. THE EAGLES REALLY LIKE THE DEEP PLAY OUT OF THIS SET.

SPLIT QUEENS



SPLIT QUEENS IS A PASSING FORMATION FOR THE EAGLES. BOTH BACKS DOUBLE-SIDE IN TO PROTECT THE QB AND PICK UP THE BLITZ. IF THE RUSH GNT THERE, WATCH FOR THE RUNNING BACKS TO FLARE OUT INTO THE PERIMETER.

SPLIT TWINS



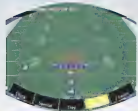
SPLIT TWINS IS A PASSING FORMATION IN THE EAGLES PLAYBOOK. THEY LIKE TO USE A LOT OF THE SAME ROUTES THEY USE IN THE SPLIT QUEENS PRELARGE. MOST OF THEIR RUNS ARE TO THE OUTSIDE. RUNNING OFF GUARD, OFF TACKLE, OR THE QUICK TOSS. THE PASSING GAME IS COMPRISED OF MOSTLY SHORT, QUICK ROUTES TO THE RECEIVERS.

I TWINS



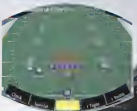
THIS IS A BALANCED FORMATION FOR THE EAGLES. THEY LIKE TO USE POWER SETS BETWEEN THE BACKS. THE PASSING GAME STARTS WITH THE PLAY ACTION AND INCLUDES POST AND IN ROUTES. THERE IS USUALLY AT LEAST ONE RECEIVER RUNNING A DEEP PATTERN TO TRY AND GET THE BALL DOWNFIELD.

I TIGHT



THIS IS THE GOAL LINE AND SHORT YARDAGE PACKAGE FOR THE EAGLES. THEY LIKE TO RUN BIGGS AT THE DEFENSE WITH A POWER-ROLL GROUND GAME BETWEEN THE TACKLES. WHEN THEY DO RUN TO THE OUTSIDE, THEY TEND TO PULL THE GUARDS FOR EXTRA HEADERS. WHEN THEY PASS, THEY EITHER ROLL OUT OR USE A QUICK PASS.

TRY



THIS IS THE FORMATION THAT THE EAGLES USE WHEN RUNNING THE TWO-MINUTE DRILL. THEY LIKE TO USE THE SLANT AND THE IN ROUTE WITH AT LEAST ONE RECEIVER RUNNING DOWN THE FIELD. THEY ALSO RUN A RECEIVER UNDERNEATH THE COVERAGE OF THE DEFENSE.

ATLANTA FALCONS

TEAM
INFOCoach: Dan Reeves
Capacity: 71,228Stadium: Georgia Dome
Surface: Astro Turf

BY THE NUMBERS

Offense ➡ 85

Defense ➡ 88

Overall ➡ 83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	14-17 L	Minnesota
Sept. 20	7-24 L	at Dallas
Sept. 26	7-35 L	at St. Louis
Oct. 3	13-19 L	Baltimore
Oct. 10	20-17 W	at New Orleans
Oct. 17	13-41 L	St. Louis
Oct. 25	9-13 L	at Pittsburgh
Oct. 31	27-20 W	Carolina
Nov. 7	7-30 L	Jacksonville
Nov. 21	10-19 L	at Tampa Bay
Nov. 28	28-34 L	at Carolina
Dec. 5	35-12 W	New Orleans
Dec. 12	7-26 L	at San Francisco
Dec. 19	17-30 L	at Tennessee
Dec. 26	37-14 W	Arizona
Jan. 3	34-29 W	San Francisco

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	San Francisco
Sept. 10	at Denver
Sept. 17	at Carolina
Sept. 24	St. Louis
Oct. 1	at Philadelphia
Oct. 8	New York Giants
Oct. 15	at St. Louis
Oct. 22	New Orleans
Oct. 29	Carolina
Nov. 5	Tampa Bay
Nov. 12	at Detroit
Nov. 19	at San Francisco
Nov. 26	at Oakland
Dec. 3	Seattle
Dec. 10	Open Date
Dec. 17	at New Orleans
Dec. 24	Kansas City

Playbook

FALCONS I

Motion Toss
Motion Read
Motion Lead
Lead Draw
Slide Lead
Toss
Motion PA In
Motion Blast
Toss
Toss

TURTLE GUN

Toss
Roll Out
Deep Pass
Blast
Toss
Verticals
Under
Switch

DOUBLES TIGHT

Motion Inside
Motion Get Away
Motion Counter
Get Away
Corner
Posts
PA Posts
Motion Power Lead
Motion PA Cross
Zone
All In
Toss
Scissors

I TWINS

Motion Pitch
Isolation
Flare Flicker
Cross
Counter
Grey Screen
Motion Toss
Motion Lead

STRONG I

Motion Crack Lead
Shift Counter
Motion Corners
Flare
Comebacks
Motion Flat
Motion Crack Lead
Motion Flat
Shift Cutback
Motion Switch

STRONG I (CONT.)

Shift Trap
Motion Toss
Shift Power
Motion Pick
Motion PA Out
Shift Lead

TREY

Out
Motion Zone
Motion Cross
Draw
Delay Post
Flat
Exchange
Peregrine Slants
Sideline
Screen

I TIGHT

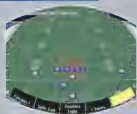
PA Flood
Misdirection
Lead
Blast
FB Give
Trap
Power Toss
PA Post Corner

ACE

Motion Under
Motion Slants
Motion Flood
Motion Crosses
Motion Counter
PA Out and Go
PA Boot Flat
Motion Black Zero

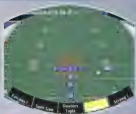
Formations

STRONG I



RE OF HEADS, BRAINS, ISOLATIONS, ZONES,

I TWINS



ON THE GROUND, THE PASSING CHASE IS A SOUND MIMICRY OF VERTICAL

DOUBLES TIGHT



PUSH ROUTE-EXCLUSIVELY THE TEAM BRGS FOR THE MUST PAY
SOME TO PROVE IN A REMOTE, THE TAILING OFFERED THE
FIND INSIDE TO SET UP THE TEAM AND CEMENT RUNNING PL.

SPLIT GUN



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FALCONS II

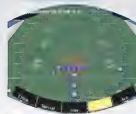
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ACE



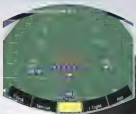
SHALLOW CROSSING ROUTE. THE FALLONS ALSO LIKE TO JOIN THE OCCASIONAL PLYCACTON ROLL OUT TO THE TIGHT END ON THE BACKSIDE.

I TIGHT



ATLANTA'S FORMATION OF CHOICE IN SHORT-YARDBAGE
INTERIORS. MOST OF THE RUNS ARE BETWEEN THE TACKLES
BEHIND THE STRONG FULLBACK. SOME PLAY ACTION AND
STRAIGHT THREE-STEP DROPS RULE THE PASSING GAME. BUT MORE
IMPORTANT, THE FALCONS RUN FROM THIS FORMATION.

Trey



FOR THE MOST PART, THEY IS A PASSING FORMATION IN THE ALL-PLAYBOOK USED DURING THE TWO-MINUTE DRILL. MOST ROUTES SHORT AND CONSERVATIVE. THE SLOT RECEIVER MOVES ACROSS FIELD TO BALANCE THE FORMATION (TWO RECEIVERS ON A SIDE) TO SUPPORT THE GROUND GAME.

NFL
2K1

NEW YORK GIANTS

TEAM
INFOCoach: Jim Fassel
Capacity: 79,469Stadium: Giants Stadium
Surface: Grass

BY THE NUMBERS

Offense 81

Defense 86

Overall 83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	17-13 W	at Tampa Bay
Sept. 19	21-30 L	Washington
Sept. 26	14-14 L	at New England
Oct. 3	16-15 W	Philadelphia
Oct. 10	8-14 L	at Arizona
Oct. 18	13-10 W	Dallas
Oct. 24	31-3 W	New Orleans
Oct. 31	23-17 W	at Philadelphia
Nov. 14	19-27 L	Indianapolis
Nov. 21	13-28 L	at Washington
Nov. 28	24-34 L	Arizona
Dec. 5	41-28 W	New York Jets
Dec. 12	19-17 W	at Buffalo
Dec. 19	18-31 L	at St. Louis
Dec. 26	17-34 L	Minnesota
Jan. 2	19-34 L	at Dallas

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Arizona
Sept. 10	at Philadelphia
Sept. 17	at Chicago
Sept. 24	Washington
Oct. 1	at Tennessee
Oct. 8	at Atlanta
Oct. 15	Dallas
Oct. 22	Opus Deo
Oct. 29	Philadelphia
Nov. 5	at Cleveland
Nov. 12	St. Louis
Nov. 19	Detroit
Nov. 26	at Arizona
Dec. 3	at Washington
Dec. 10	Pittsburgh
Dec. 17	at Dallas
Dec. 23	Jacksonville (Sat.)

GIANTS

Playbook

SPLIT GUN

Play Pass
Roll
Deep Out
Power Cut
Angle
Vertical

TIGHT

Outside Lead
Lead
Backpack
Roll
Power Trap
Slant
Power Lead

I FORMATION

Motion Lead
Motion Isolation
Lead
Isolation
Hitch and Go
Power Lead
PA Vertical
Motion PA Past
Motion PA Fade
Motion Lead Draw
Toss

ACE

Slant
In
G Lead
Drag
Corner
Zone
Vertical
Under

DOUBLE LEFT SLOT

Motion Counter
Inside Zone
Hitch and Go
Draw
Corner
Zone
PA Past
Motion Zone

WEAK I

Inside Lead
In
FB Screen
Curl
Comeback
Wheel
Strong Toss
Power Sweep
Power Lead
Lead

TREY

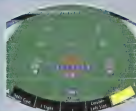
In
G Lead
Deep Post
Cutback
Curl
Zone
Screen
QB Sneak
PA Past
Inside Zone

QUAD GUN

Fade
Curl
Corner
Comeback
Slot Slant
Post Corner
Post
Out
In
Flat
Under
Slot In
Slants
Slant

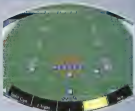
Formations

ACE



THIS IS PRIMARILY A PASSING FORMATION FOR THE GIANTS, USED USUALLY ON SECOND AND LONG. THEY USE A VARIETY OF PASS ROUTES OUT OF THIS SET. THE RUNNING BACK EITHER STAYS IN AND BLOCKS OR FLARES OUT TO THE SIDE.

DOUBLE LEFT SLOT



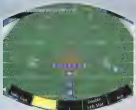
THE GIANTS RUN AND PASS OUT OF THIS FORMATION EQUALLY. WHEN THEY RUN, THEY LIKE TO RUN OUTSIDE. WHEN THEY PASS, THEY DO IT OFF A THREE- TO FIVE-STEP DROP. THEY LIKE THE CURL AND OUT ROUTES OUT OF THIS SET.

I FORMATION



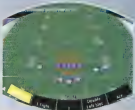
THE GIANTS LOVE TO POINTE THE FOOTBALL OUT OF THIS FORMATION. LOOK FOR THE I FORMATION ON MOST FIRST AND SECOND DOWN SITUATIONS. MOST OF THEIR RUNS ARE BETWEEN THE TACKLES OR JUST OFF TACKLE. WHEN THEY PASS, LOOK FOR PLAY ACTION. THEY LIKE TO CHURN UP THE DEFENSE.

I TIGHT



I TIGHT IS ANOTHER RUNNING FORMATION FOR THE GIANTS. THEY LIKE TO USE THIS SET IN GOAL LINE AND SHORT YARDAGE SITUATIONS. THEY RUN BOTH INSIDE AND OUTSIDE FROM THIS FORMATION. WHEN THEY RUN OUTSIDE, THEY USE PULLING LINEMEN TO LEAD THE WAY. WHEN THEY RUN INSIDE, THE FULLBACK LEADS.

SPLIT GUN



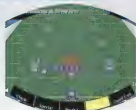
SPLIT GUN IS A THIRD DOWN SET FOR NEW YORK. THE RUNNING BACKS PLAY A MAJOR ROLE IN THE PASSING GAME. THE RECEIVERS RUN A LOT OF OUTS, CURLS, AND POKY ROUTES.

QUAD GUN



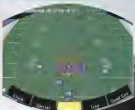
THIS IS THE GIANTS' FAVORITE SHOTGUN FORMATION. THEY LIKE TO USE THIS SET WHEN THEY ARE BEHIND. DURING THE TWO-MINUTE DRILL, AND IN LONG YARDAGE PASSING SITUATIONS, MOST OF THE ROUTES ARE DESIGNED TO PICK UP CHAINS OF YARDAGE AND PUT THE RECEIVER IN POSITION TO MAKE THE CATCH AND HEAD OUT OF BOUNDS. THE BACK USUALLY RELEASES INTO THE PASS PATTERN, BUT ONLY AFTER MAKING SURE THE DEFENSE HASN'T BLITZED THE QUARTERBACK.

TREY



IT'S A PASSING SET THAT THE GIANTS RUN OUT OF A LOT. WHEN THEY RUN, IT'S USUALLY BETWEEN THE BACK ALLEY. WHEN THEY PASS, THEY USE EITHER PLAY ACTION OR A POKY, STEP-DROPPED SET-UP FOR THE CURL AND CURL ROUTES.

WEAK I



THE GIANTS LIKE TO PASS FROM THIS FORMATION. THEY USUALLY RUN SCREENS OR USE THREE- AND FIVE-STEP DROPS TO HIT THE CURL AND IN ROUTES. THEY ALSO LIKE TO GO FOR THE OCCASIONAL FADE ROUTE. WHEN THEY RUN, THEY STAY BETWEEN THE TACKLES.

JACKSONVILLE JAGUARS

TEAM
INFO

Coach: Tom Coughlin **Stadium:** ALLTEL Stadium
Capacity: 73,000 **Surface:** Grass

BY THE NUMBERS

Offense ▶▶▶ 90

Defense ▶▶▶ 91

Overall ▶▶▶ 89

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	41-3 W	San Francisco
Sept. 19	22-20 W	at Carolina
Sept. 26	19-20 L	Tennessee
Oct. 3	17-3 W	at Pittsburgh
Oct. 11	16-6 W	at New York Jets
Oct. 17	24-7 W	Cleveland
Oct. 31	41-10 W	at Cincinnati
Nov. 7	30-7 W	at Atlanta
Nov. 14	6-3 W	Baltimore
Nov. 21	41-23 W	New Orleans
Nov. 28	30-23 W	at Baltimore
Dec. 2	20-6 W	Pittsburgh
Dec. 13	27-24 W	Denver
Dec. 19	24-14 W	at Cleveland
Dec. 26	14-41 L	at Tennessee
Jan. 2	24-7 W	Cincinnati

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Cleveland
Sept. 10	at Baltimore
Sept. 17	Cincinnati
Sept. 25	at Indianapolis (Mon.)
Oct. 1	Pittsburgh
Oct. 8	Baltimore
Oct. 16	at Tennessee (Mon.)
Oct. 22	Washington
Oct. 29	at Dallas
Nov. 5	Open Date
Nov. 12	Seattle
Nov. 19	at Pittsburgh
Nov. 26	Tennessee
Dec. 3	Cincinnati
Dec. 10	Atlanta
Dec. 17	at Cincinnati
Dec. 23	at New York Giants (Sun.)

Playbook

I TIGHT

HB Option
 HB Counter Left
 G Lead Right
 Counter Draw
 Bomber Outside
 TE Screen
 Sweep Left
 Play Action TE Drag
 Play Action TE Cross
 Play Action Dig

ACE

Drag
 Cutback
 Curls
 Counterback
 Check Down
 Under
 Pass
 Slants
 Shuffle Zone
 Inside Zone

DOUBLE RIGHT SLOT

Motion Cross
 Motion Corner
 Fade
 Counter
 Boot Out
 Darts
 Motion Zone
 Motion Trap
 Motion Out
 Motion Dig
 WR Screen
 Under
 Toss
 Screen

TREY

Off-Tackle
 Motion Post
 Motion Cross
 Flat

TREY (CONV.)

Corner
 Slant
 Post Corner
 PA Boot Curl

TREY GUN

Motion Posts
 Motion Post
 Flood
 Delay Off-Tackle
 Cross
 Quick Pick
 Pass
 Out
 Off-Tackle
 Motion Streak
 Vertical
 Under
 Switch
 Stretch
 Slant

WEAK I DOUBLES

Inside Lead
 Flood
 Fade
 Curls
 Counter
 Under
 Toss
 Sweep
 Motion Lead
 Motion Comeback

EMPTY GUN

Inside
 Flood
 Cross
 Corner
 Comeback
 Vertical
 Switch
 Slants

JAGS I

Motion Post
 Isolation
 Inside Lead
 Flat
 Dig
 Slants
 PA Post Corner
 PA Post
 Motion Trap
 Motion Post Corner
 Weak Lead
 Strong Lead

Formations

TREY GUN



JACKSONVILLE ALMOST EXCLUSIVELY USES THE SHOTGUN FORMATION IN THIRD-DOWN SITUATIONS. IT ALWAYS SEEMS TO SET IN THE PROCKET AND SURVEY THE DEFENSE WITHOUT THE ADDED PRESSURE OF A PASS RUSH. MOST OF THE PASS ROUTES ARE DESIGNED TO ATTACK THE DEEP SECONDARY AND OPEN UP THE RECEIVERS WITH SHALLOW PICK ROUTES. THE GROUND GAME IS SIMPLE, RELYING MOSTLY ON A DELAYED, OFF-TACKLE RUN.

TREY



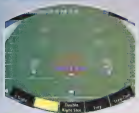
JACKSONVILLE MOSTLY USES THE TREY SET AS A PASSING FORMATION. THE JAGUARS LIKE TO USE A HEALTHY COMBINATION OF QUICK PASSES AND BOOTLEGS TO EFFECTIVELY MOVE THE BALL. MOST OF THE ROUTES ARE DESIGNED TO ATTACK ZONE COVERAGE. THIS ALLOWS THE RECEIVER TO FIND THE SEAM AND SET DOWN FOR THE PASS.

DOUBLE RIGHT SLOT



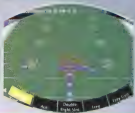
DOUBLE RIGHT SLOT IS YET ANOTHER PASSING FORMATION. MOST ROUTES ARE SHORT CROSSING AND PICK ROUTES. LAST SEASON THE JAGUARS RAN ONE PRIMARY RUNNING PLAY FROM THIS SET, A MOTION TRAP. IT DIDN'T GAIN BIG YARDAGE, BUT IT KEPT THE DEFENSE HONEST.

ACE



THIS DOUBLE TIGHT END SET FROM THE JAGUARS PROVIDES EXTRA PROTECTION FOR THE QUARTERBACK. THE RUNNING BACK STAYS IN FOR PROTECTION WHILE THE WIDE RECEIVERS RUN DEEP ROUTES.

I TIGHT



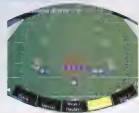
I TIGHT IS A BASIC, SOLID RUNNING FORMATION. THE RUNNING GAME ATTACKS THE PERIMETER OF THE DEFENSIVE FRONT. THE PASS ROUTES ARE DESIGNED TO PICK UP A FEW YARDS AT A TIME, NOT A FIRST-DOWN OR

JAGS I



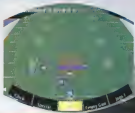
THIS IS A VERY VERSATILE FORMATION IN THE JACKSONVILLE PLAYBOOK. LIKE MOST NFL TEAMS, THE JAGUARS LIKE TO RUN THE BALL OUT OF THE I, BUT THEY USE A BALANCED ATTACK TO KEEP THE DEFENSE GUESSING. MOST OF THE PASSES ARE SET UP BY MOTION, CRYING THE RECEIVERS A QUICK RELEASE OFF THE LINE OF SCRIMPAGE. AS USUAL, THE PASSES ARE SHORT AND SAFE.

EMPTY GUN



THIS TEAMS USE THE EMPTY GUN AS A PASSING FORMATION. MOST OF THE ROUTES ARE SHORT PICK ROUTES UNBENEFICIAL, KEEPING THE QB AWAY FROM THE PRESSURE. BUT DON'T BE SURPRISED TO SEE THE OCCASIONAL SHORT ROUTE TO THE TIGHT END OR THE SLOT RECEIVER.

WEAK I DOUBLES



WEAK I DOUBLES IS ONE OF THE FEW RUN FIRST FORMATIONS IN THE JACKSONVILLE PLAYBOOK. THE GROUND GAME UTILIZES THE BLOCKING POWER OF THE STRONG OFFENSIVE LINE. LOOK FOR THE TOS, OFF-TACKLE, LEAD, AND THE DRUM LINE EVERY OTHER FORMATION IN THE JACKSONVILLE PLAYBOOK. WEAK I DOUBLES HAS A HEAVY DOSE OF PASSES. MOST OF THE PLAYS ARE CONSERVATIVE, USING QUICK ROUTES UNDERNEATH TO KEEP THE BALL MOVING.

NFL
2K1

NEW YORK JETS

TEAM
INFO

Coch: Al Groh
Capacity: 79,469

Stadium: Giants Stadium
Surface: Grass

BY THE NUMBERS

Offense ➡ 86

Defense ➡ 80

Overall ➡ 83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	20-30 L	New England
Sept. 19	3-37 L	at Buffalo
Sept. 26	20-27 L	Washington
Oct. 3	21-13 W	at Denver
Oct. 11	6-16 L	Jacksonville
Oct. 17	13-16 L	Indianapolis
Oct. 24	23-24 L	at Oakland
Nov. 7	12-7 W	Arlinson
Nov. 13	34-17 W	at New England
Nov. 21	17-7 W	Buffalo
Nov. 28	6-10 L	at Indianapolis
Dec. 5	28-41 L	at New York Giants
Dec. 12	20-20 W	Miami
Dec. 19	22-21 W	at Dallas
Dec. 27	20-31 W	at Miami
Jan. 2	19-9 W	Seattle

2000 SCHEDULE

DATE	OPPONENT
Sept. 8	at Green Bay
Sept. 11	New England (Wm.)
Sept. 17	Buffalo
Sept. 24	at Tampa Bay
Oct. 1	Open Date
Oct. 6	Pittsburgh
Oct. 13	at New England
Oct. 23	Miami (Mon.)
Oct. 29	at Buffalo
Nov. 5	Denver
Nov. 12	at Indianapolis
Nov. 19	at Miami
Nov. 26	Chicago
Dec. 2	Indianapolis
Dec. 10	at Oakland
Dec. 17	Detroit
Dec. 24	at Baltimore

Playbook

PUNCH

HB Option
HB Counter Left
G Lead Right
Center Draw
Screen Outside
Screen
Screen Left
Play Action TE Drag
Play Action TE Cross
Play Action QB

SPLIT QUEENS

FB Lead
FB Flare
Fade
Curbs
Corner
Posts
Outs
Motion Flare Screen
Lead Draw
HB Outside
Trap

JUMBO I

Motion Zone
Motion Slant
Motion Roll Out
Motion Power Lead
Motion Isolation
Zone

I TWINS

Lead
Isolation
In
Curback
Comeback
Zone
Power Toss
PA Slant

I FORMATION

Lead
In
Flat
Counter
Angle
Toss
Outside Lead
Motion Power Toss

DOUBLES

Draw
Dive
Curback
Corner
Clear Under
Trap
Slants
PA Screen
Out
G Lead
Zone
Under

EMPTY

Inside Out
Fade
Curbs
Corner
Comeback
Slants

EMPTY (CONT.)

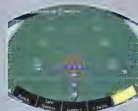
Post
Out
Motion PA Slants
Motion Dive
Verticals
Under

DOUBLE RIGHT SLO

Inside Out
G Lead
Flare Screen
Fade
Draw
Verticals
Screen
Motion Toss
Motion Flood
In and Out

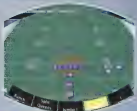
Formations

I FORMATION



THE NEW YORK JETS RUN THREE MAIN RUNNING PLAYS FROM THIS SET: THE LEAD, THE COUNTER, AND THE TOSS. WHEN THEY PASS OUT OF THE I FORMATION, LOOK FOR TWO WAGGERS (RECEIVERS AND TIGHT ENDS) TO GO DEEP WHILE ONE STAYS SHORT.

TWINS



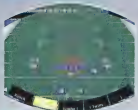
THIS SET WAS PROBABLY USED LESS THAN ANY OTHER DURING THE 1999-2000 SEASON. WHILE THE FORMATION IS BALANCED, THE JETS TEND TO KEEP THE BALL ON THE GROUND MORE OFTEN. WHEN THEY DO PASS, THEY RUN PLAY ACTION AND QUICK ROUTES OUTSIDE.

JUMBO I



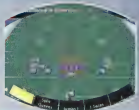
IT'S RARELY USED IN SHORT YARDAGE AND GOAL LINE SITUATIONS. THIS FORMATION USES MOTION TO SET UP THE OUTSIDE RUN AND OUTBACK. THE JETS LIKE TO FOLLOW THE FULLBACK THROUGH THE PILE FOR THE SCORE.

SPLIT QUEENS



THIS IS ANOTHER THIRD DOWN SET FOR THE JETS. IT'S A VERSATILE SET WITH A GOOD BALANCE OF RUN AND PASS PLAYS. MOST OF THE RUNS ARE QUICK HITTEES TO THE INSIDE (DESIGNED TO PICK UP A COUPLE OF YARDS). IN THE PASSING GAME, THE JETS LIKE TO HIT THE COMEBACK OR IN ROUTES.

BUNCH



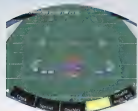
THE JETS USE A MIXTURE OF RUNS AND PASSES OUT OF THIS FORMATION. WHEN THEY PASS, THEY LOOK TO THE THREE RECEIVER SIDE OF THE QB TO GET AT LEAST ONE MAN DEEP. THE WEAK SIDE RECEIVER USUALLY RUNS A CURL OR POST ROUTE. MOST RUNNING PLAYS ARE TO THE OUTSIDE; LOOK FOR THE TOSS AND THE LEAD.

DOUBLE RIGHT SLOT



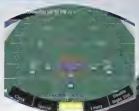
WHEN THE JETS USE A BUNCH OR IN THIS FORMATION, THEY LOVE THE POST AND IN ROUTES OUT OF THIS SET. THE TIGHT END USUALLY STAYS IN TO BLOCK, BUT IF HE GOES OUT INTO THE PATTERN, LOOK FOR THE QUICK OUT. WHEN THE JETS RUN, THEY USUALLY GO OUTSIDE WITH THE TOSS OR ZONE RUN. THEY ALSO LIKE TO HAVE A LOT OF MOTION.

EMPTY



PROBABLY THEIR FAVORITE SECOND AND THIRD DOWN SET, THE JETS USE EMPTY TO GET THE BALL INTO THE RECEIVER'S HANDS (QUEENIES).

DOUBLES



THIS IS A CLASSIC PASSING FORMATION, EXCEPT THAT THE JETS WOULD RATHER RUN FROM THIS SET THAN PASS.

NFL
2K1

DETROIT LIONS

TEAM
INFO

Coach: Bobby Ross
Capacity: 80,311

Stadium: Pontiac Silverdome
Surface: Astro Turf

BY THE NUMBERS

Offense ➡ 83

Defense ➡ 88

Overall ➡ 84

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	26-20 W	at Seattle
Sept. 19	20-15 W	Green Bay
Sept. 26	21-10 L	at Kansas City
Oct. 4	18-20 L	San Diego
Oct. 11	20-22 W	Minnesota
Oct. 18	20-14 W	at Carolina
Oct. 24	20-12 W	Tampa Bay
Nov. 1	24-22 W	St. Louis
Nov. 8	19-25 L	at Atlanta
Nov. 15	17-20 L	at Green Bay
Nov. 22	21-17 W	Chicago
Dec. 6	22-17 W	Washington
Dec. 12	14-20 L	at Tampa Bay
Dec. 19	18-18 L	at Chicago
Dec. 26	7-17 L	Browns
Jan. 3	17-20 L	at Minnesota

2000 SCHEDULE

DATE	OPPONENT
Sept. 7	Chicago
Sept. 10	Miami
Sept. 17	at New England
Sept. 24	Cleveland
Oct. 1	at Detroit
Oct. 8	Tampa Bay (Week)
Oct. 15	at Chicago
Oct. 22	Buffalo
Oct. 29	at Tampa Bay
Nov. 5	at Green Bay (Mon.)
Nov. 12	Arizona
Nov. 19	Carolina
Nov. 26	at Dallas (Thurs.)
Dec. 3	San Francisco (Thurs.)
Dec. 10	at St. Louis
Dec. 17	Green Bay
Dec. 24	at Indianapolis

Playbook

PAIR RIGHT

Vertical
Slant
Out and Up
Slot Out
Stick
Slant/Stop Outs
Y-Out
Wheel

I PAIR

Off Tackle
Motion Off Tackle
Motion Lead
Power Lead
Isolation
Yator
Slant Sneak
PA Vertical
PA Out

DOUBLE LEFT SLOT

Shovel Pass
Rear Zone
Quick Draw
Middle Curls
Stop
Stacked Zone
Courage
Under

SPLIT QUEENS

Motor City Slants
Out
In
Carl
Comeback
Under

ACE

PA Get Away
Inside Zone
Draw
Motion Cutback
Lois Carl
Silver Zone
Fierce Slant
PA Z Post
PA Screen

I FORMATION

Flat
Fade
Counter
Blue Curl
Misdirection
PA Out
Out
Motion Flat
Lead
Isolation

I FORMATION (CONT.)

PA X Out
Weak Lead
Ferocious Vertical
PA Verticals

TREY

Motion Slants
Inside Out
In
Flat
Boat Get Away
Slants
Post
Out
Motion Wheel
Motion Verticals
Strong Zone
Wheel
Verticals
Toss

WEAK I

FB Give
King Fade
Draw
Cutback
Comeback
Combat Zone
Weak Lead
Quick Silver
Lead
FB Trap

Formations

ACE



ACE IS A PRETTY BALANCED FORMATION IN THE LIONS PLAYBOOK. THEY LIKE TO RUN BOTH BETWEEN THE TACKLES AND OFF-TACKLE FROM THIS SET. MOST OF THE PASSING GAME STARTS WITH THE PLAY ACTION PASS. LOOK FOR A LOT OF CURL AND OUT ROUTES AND A NICE PLAY ACTION

BY JEFFREY

SPLIT QUEENS



SPLIT QUEENS IS DETROIT'S MAIN THREE-POINT FORMATION USED ALMOST EXCLUSIVELY TO PASS THE FOOTBALL. THE BLACKS ARE ACTIVE RECOVERERS OUT OF THIS SET. THEY FIELD ALMOST EVERY PASSING ROUTE IMAGINABLE USED OUT OF THIS SET.

DOUBLE LEFT SLOT



DOUBLE LEFT SLOT IS NORMALLY A PASSING FORMATION FOR THE LIONS, BUT THEY DO RUN FROM THIS SET FROM TIME TO TIME. WHEN PASSING, THEY LIKE TO HIT THE OUT, LONGBACK, AND CURL ROUTES. THEY DON'T HESITATE TO GO DEEP FROM THIS SET AS WELL. WHEN RUNNING, THEY LIKE TO STAY IN THE MIDDLE BUT OCCASIONALLY GO OFF TACKLE. ANOTHER POPULAR RUNNING PLAY IS THE DRAIN.

I PAIR



I-PAIR IS A GOAL LINE AND SHORT YARDAGE FORMATION. THE LIONS LOVE TO RUN THE BALL OUT OF THIS SET, FEATURING RUNS BETWEEN THE TACKLES AND THE OCCASIONAL TOSSE OUTSIDE. WHEN THEY PASS, THEY THROW A QUICK SLANT OUTSIDE. THEY USE THIS SET MOSTLY INSIDE.

BY JEFFREY

PAIR RIGHT



PAIR RIGHT IS USED IN THIRD DOWN AND SHORT SITUATIONS WHEN THE TEAM IS DOWN BIG. SLANT ROUTES ARE USED MOST OFTEN AND SEEM TO BE THE MOST EFFECTIVE. WITH AN OUT PATTERN TO COMPLEMENT THE SLANT. IF THE RUNNING BACK DOESN'T STAY IN TO BLOCK, LOOK OUTSIDE ON THE PLANT ROUTE. THE LIONS DO NOT USUALLY RUN OUT OF THIS FORMATION.

WEAK I



WEAK I IS PREDOMINANTLY A RUNNING FORMATION FOR THE LIONS. THEY LIKE TO RUN BETWEEN THE TACKLES, BUT THEY BOUNCE OUTSIDE ON AN OFF-TACKLE RUN FROM TIME TO TIME. THE LIONS DON'T PASS OUT OF THIS SET OFTEN, BUT WHEN THEY DO, LOOK FOR DEEP ROUTES THAT STRETCH THE DEFENSE.

TREY



TREY IS A PASSING FORMATION FOR THE LIONS, OFFERED UP IN SHORT, TWO-MINUTE DRILL OR IN LONG YARDAGE SITUATIONS. THE LIONS LIKE TO USE INS, OUTS, AND SLANT ROUTES FROM THIS SET. THEY THROW THE BALL DOWNFIELD EVERY ONCE IN A WHILE TO KEEP THE DEFENSE HONEST. WHEN THEY DO RUN, THE LIONS TEND TO PICK OFF TACKLE PLAYS.

I FORMATION



THIS IS DETROIT'S FAVORITE FORMATION. WHEN RUNNING THE BALL, THE LIONS USE A GOOD COMBINATION OF INSIDE AND OUTSIDE RUNS. THEIR PASSING GAME STAYS MOSTLY WITH SHORT PASSES, BUT THEY THROW IN AN OCCASIONAL DEEP PASS OFF THE PLAY ACTION.

LIONS

LIONS

GREEN BAY PACKERS

TEAM
INFOCoach: Mike Sherman
Capacity: 60,000Stadium: Lambeau Field
Surface: Grass

BY THE NUMBERS

Offense ➤ 95

Defense ➤ 82

Overall ➤ 84

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 13	18-34 W	Oakland
Sept. 19	15-23 L	at Detroit
Sept. 26	23-20 W	Minnesota
Oct. 10	24-20 W	Tampa Bay
Oct. 17	19-31 L	at Denver
Oct. 24	31-9 W	at San Diego
Nov. 1	7-42 L	Seattle
Nov. 7	13-14 L	Chicago
Nov. 14	15-27 L	at Dallas
Nov. 21	24-17 W	Detroit
Nov. 28	20-3 W	at San Francisco
Dec. 5	35-19 W	at Chicago
Dec. 12	31-23 L	Carolina
Dec. 19	20-24 L	at Minnesota
Dec. 26	14-29 L	at Tampa Bay
Jan. 3	44-34 W	Atlanta

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	New York Jets
Sept. 10	at Buffalo
Sept. 17	Pittsburgh
Sept. 24	at Arizona
Oct. 1	Chicago
Oct. 8	at Detroit
Oct. 15	San Francisco
Oct. 22	Open Date
Oct. 29	at Miami
Nov. 6	Minnesota (Mon.)
Nov. 13	at Tampa Bay
Nov. 19	Indianapolis
Nov. 27	at Carolina (Mon.)
Dec. 3	at Chicago
Dec. 10	Detroit
Dec. 17	at Minnesota
Dec. 24	Tampa Bay

Playbook

TUNEY

Flats
Cross
Draw
Slant
Vertical
PA Boot
PA Post
PA Zone

SPLIT

Flats
Carl
Cross
Slant
Angel Slot
Vertical
Slant
G Lead

SPLIT GUN

Flats
Draw
Carl
Check Down
Bingo
Slant
Inside Out

DOUBLES GUN

Inside Out
Hitch
Draw
Carl
Comeback
Z Comeback
Streaks
Slant
Open Toss

I TWINS

PA Boot Corner
Lead Draw
Lead
Isolation
Comeback
Power Lead
PA X Post
PA Post
PA In

DOUBLE RIGHT SLOT

G Lead
Flats
Draw
Comeback
Center
Option
Motion X Under
Motion Under
Inside Zone
Puckers In
Zone
Toss

I FORMATION

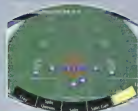
Inside Blast
Wrecking Ball
PA In
FB Give
Motion Ctr Toss
VL Toss
Power Lead
PA X Post
Lead Dive
Misdirection
PA Comeback
Weak Toss
Owl
Weak Lead

SPLIT QUEENS

Inside Screen
Lead Draw
Inside Lead
Flats
Comeback

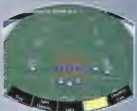
Formations

DOUBLES GUN



DOUBLES GUN IS THE BASIC THIRD DOWN AND TWO-MINUTE DRILL FORMATION FOR THE PACKERS. THEY LIKE TO USE A NUMBER OF OUTS, INS, COMEBACKS, AND FLY PATTERNS FROM THIS SET.

SPLIT GUN



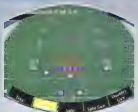
SPLIT GUN IS ANOTHER THIRD DOWN FORMATION FOR THE PACKERS. THEY RUN JUST ABOUT EVERY PASSING ROUTE IMAGINABLE, ESPECIALLY DEEP ROUTES. BUT DON'T FORGET ABOUT THE RUNNING BACKS; THEY LIKE TO HIT THE BACKS COMING OUT OF THE BACKFIELD ON FLARE AND SCREEN PASSES. THE ONLY RUNNING PLAY THE PACKERS USE FROM THIS SET WITH ANY FREQUENCY IS A DRAW.

SPLIT



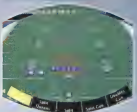
THE PACKERS LIKE TO PASS OUT OF THIS SET, BUT THEY DO RUN AS WELL. THEY USE THE SAME COMBINATION OF PASSES AND RUNS OUT OF THIS FORMATION AS THEY DO IN SPLIT GUNS. WATCH FOR THE RUNNING BACKS IN THE PASSING PATTERN.

SPLIT QUEENS



THE PACKERS RUN A BALANCED ATTACK OF RUNS AND PASSES OUT OF THIS FORMATION. PASS PLAYS FEATURE LOTS OF SLANTS AND OUT PATTERNS, BUT SCREENS ARE USED EFFECTIVELY TOO. THE GROUND GAME USUALLY STAYS OUTSIDE FROM THIS FORMATION.

TREY



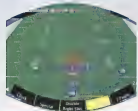
THE PACKERS RUN AND PASS EQUALLY FROM THIS SET. WHEN THEY RUN, IT'S BOTH INSIDE AND OUTSIDE. THE PASSING GAME EMPLOYS THE OUT AND COMEBACK ROUTE WITH A QUICK THREE-STEP DROP. THEY LIKE TO USE THIS SET NEAR THE GOAL LINE.

I TWINS



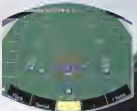
A SMALL VARIANTE OF THE I FORMATION, I TWINS USES A LOT OF THE NORMAL STRAIGHT I PLAYS. WHEN THE PACKERS THROW THE BALL, LOOK FOR A LOT OF PLAY ACTION PASSES. RUNNING PLAYS STAY BETWEEN THE TACKLES, BUT THE PACKERS ALSO RUN A TOSS PLAY OUTSIDE.

I FORMATION



THIS IS GREEN BAY'S FAVORITE FORMATION. THE PACKERS HOPES ON ATTACKING THE DEFENSE BETWEEN THE BACKS. WHEN PASSING, THEY LIKE THE PLAY ACTION. THEY USE A BALANCED Mixture OF SHORT AND DEEP ROUTES.

DOUBLE RIGHT SLOT



THE PACKERS HAVE A TENDENCY TO THROW OUT OF THIS FORMATION. THEY LIKE A LOT OF OUTS AND CROSSING ROUTES. THE THREE- AND FIVE-STEP DROPS GET THE BALL INTO THE HANDS OF THE RECEIVERS QUICKLY TO ALLOW THEM TO CREATE LARGE RUNS AFTER THE CATCH. WHEN RUNNING, THEY LIKE TO ATTACK THE MIDDLE OF THE DEFENSE WITH ZONE BLOCKING.

CAROLINA PANTHERS

TEAM
INFOCoach: George Seifert
Capacity: 72,250Stadium: Ericsson Stadium
Surface: Grass

BY THE NUMBERS

Offense ▶▶ 83

Defense ▶▶ 81

Overall ▶▶ 80

1999 SEASON WRAP UP

DATE	WEEK	OPPONENT
Sept. 12	18-19 L	at New Orleans
Sept. 19	20-21 L	Indianapolis
Sept. 26	22-23 W	Cincinnati
Oct. 3	24-25 L	at Washington
Oct. 17	26-27 W	at San Francisco
Oct. 24	28-29 L	Buffalo
Oct. 31	30-31 L	at Atlanta
Nov. 7	32-33 W	Pittsburgh
Nov. 14	34-35 L	at St. Louis
Nov. 21	36-37 W	at Cleveland
Nov. 28	38-39 W	Atlanta
Dec. 5	40-41 L	St. Louis
Dec. 12	42-43 W	at Green Bay
Dec. 18	44-45 W	San Francisco
Dec. 26	46-47 L	at Philadelphia
Jan. 2	48-49 L	New Orleans

2000 SCHEDULE

DATE	OPPONENT
Sept. 2	at Washington
Sept. 10	at San Francisco
Sept. 17	Atlanta
Sept. 24	Tampa Bay
Oct. 1	Buffalo
Oct. 8	Seattle
Oct. 15	at New Orleans
Oct. 22	San Francisco
Oct. 29	at Atlanta
Nov. 5	at St. Louis
Nov. 12	New Orleans
Nov. 19	at Minnesota
Nov. 27	Green Bay (H)
Dec. 3	St. Louis
Dec. 10	at Kansas City
Dec. 17	San Diego
Dec. 24	at Oakland

Playbook

KEY

Various PA Flood
Tallion Flood
Out
Draw
Cross
Verticals
Trap
Screen
Pass
Weak Screen
Zone Slice Cutback
Off's Eye Zone

QUADS

Sprint Out
Go Screen
PA Post
Out
Quick Hitch
Zone Cutback
Wheel
Under
Cutback Trap
Strong Toss

ACE

PA Verticals
PA Crosses
PA Boot Release
Outs
Draw
Counter Zone
Blue Zone
Counter Trap

I FORMATION

PA Drag
Lead Draw
Lead
Isolation
Curl
Slant
Motion Screens
PA Screen
PA Post Corner
PA Flat
Zone
Lead Toss

EMPTY

Out
Double Smash
Crosses
All Hitch
All Curls
Slet Out
Slants
QB Sneak
PA Crosses

DOUBLE RIGHT SLOT

PA Dig
PA Under
PA Crosses
PA Boot Out
Mirror Outs
Draw
Vertical
Baited Trap
Motion Toss
Sprint Corner
Screen
Isolation Zone

SPLIT

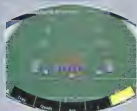
Fang Toss
Hitch
Draw
Counter
All Curl
Vertical
Under
Silver Trap

I QUEENS

PA Verticals
Lead Draw
FB Lead
PA Deep Drag
Curl
Zone Misdirection
FB Decay Zone
Comeback
Pitch
PA Hook

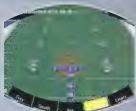
Formations

EMPTY



THE PANTHERS LINE UP IN THE EMPTY FORMATION ON FIRST DOWN. THEY RUN FIRST, THEN USE THE PLAY ACTION TO CATCH THE DEFENSE CHANGING AGAINST THE RUN. THE PANTHERS DO A GOOD JOB USING A BALANCED OFFENSIVE ATTACK OUT OF THIS SET.

I FORMATION



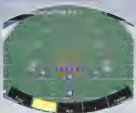
THE PANTHERS LINE UP IN THE I FORMATION ON FIRST DOWN. THEY RUN FIRST, THEN USE THE PLAY ACTION TO CATCH THE DEFENSE CHANGING AGAINST THE RUN. THE PANTHERS DO A GOOD JOB USING A BALANCED OFFENSIVE ATTACK OUT OF THIS SET.

ACE



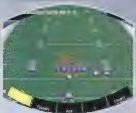
THE PANTHERS USE THE ACE FORMATION ON FIRST AND SECOND DOWNS. THIS IS AN EXCELLENT FORMATION TO RUN THE FOOTBALL. THEY LIKE TO RUN THE ZONE AND TRAP PLAY WITH THE TAILBACK. ACE ALLOWS THE PANTHERS TO PUT TWO RECEIVING TIGHT ENDS ON THE FIELD, BOTH WITH THE SPEED AND HANDS TO STRETCH THE DEFENSE.

QUADS



QUADS IS A FLEXIBLE FORMATION FOR THE PANTHERS. CAROLINA USES QUADS TO BALANCE UP THE DEFENSE AND FORCE THEM TO PLAY SIDELINE TO SIDELINE. THIS OPENS UP THE MIDDLE OF THE FIELD FOR THE QUARTERBACK TO FIND THE SEAMS OF THE DEFENSE.

TREY



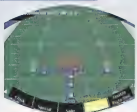
THE TREY FORMATION IS A POPULAR FORMATION IN THE CAROLINA PLAYBOOK. THE PANTHERS FEATURE AN EFFECTIVE PASSING GAME ON THIRD DOWN TO THE TIGHTS SIDE. ON FIRST AND SECOND DOWN, THE PANTHERS LOOK TO THE SINGLE RECEIVER SIDE OR TO THE TIGHT END. THE PANTHERS CAN USE THIS SET IN ANY KNOWN AND DESIRABLE SITUATION.

DOUBLE RIGHT SLOT



DOUBLE RIGHT SLOT IS ONE OF THE PANTHER'S FAVORITE AND MOST PRODUCTIVE SETS. THEY CAN USE THIS SET IN ANY DOWN AND SITUATION. THIS IS PRIMARILY A PASSING FORMATION, USING BOTH DROP BACK AND PLAY ACTION PASSES TO MOVE THE BALL. WHEN THEY RUN, THEY LIKE TO USE THE ZONE AND QUICK PASS.

I QUEENS



THE PANTHERS USE THE I QUEENS SET ON FIRST AND SECOND DOWN. THE PANTHERS LIKE THE MATCHUP OF THE SLOT RECEIVER AGAINST EITHER DEFENSIVE BACKS OR SLOWER LINEBACKERS. THIS IS USUALLY A PASSING FORMATION FOR THE PANTHERS, BUT THEY CAN RUN THE BALL EFFECTIVELY OUT OF THIS SET.

SPLIT



LINEBACKA LINES UP IN THE SPLIT FORMATION ON FIRST AND SECOND DOWN. THIS IS PRIMARILY A DROP BACK PASSING FORMATION FOR THE PANTHERS. THEY DO A GREAT JOB OF SPEAKING THE BALL AROUND BETWEEN THE RECEIVERS AND THE TIGHT END.



NEW ENGLAND PATRIOTS

TEAM
INFOCoach: Bill Belichick
Capacity: 60,292Stadium: Boston Stadium
Surface: Grass

BY THE NUMBERS

Offense ➤ 78

Defense ➤ 82

Overall ➤ 79

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	20-28 W	at New York Jets
Sept. 19	21-26 W	Indianapolis
Sept. 26	16-14 W	New York Giants
Oct. 4	19-7 W	at Cleveland
Oct. 10	14-14 T	at Kansas City
Oct. 17	20-21 L	Atlanta
Oct. 24	24-20 W	Denver
Oct. 31	17-0 W	at Baltimore
Nov. 7	17-16 L	New York Jets
Nov. 14	17-27 L	at Miami
Nov. 21	7-17 L	at Buffalo
Dec. 5	12-6 W	Dallas
Dec. 12	23-20-1	at Indianapolis
Dec. 19	9-16 L	at Philadelphia
Dec. 26	19-13 L	Buffalo
Jan. 2	20-0 W	Baltimore

2000 SCHEDULE

DATE	OPPONENT
Sept. 7	Tampa Bay
Sept. 13	at N.Y. Jets (Home)
Sept. 17	Minnesota
Sept. 24	at Miami
Oct. 1	at Denver
Oct. 8	Indianapolis
Oct. 15	N.Y. Jets
Oct. 22	at Indianapolis
Oct. 29	Green Bay
Nov. 5	Buffalo
Nov. 12	at Cleveland
Nov. 19	Cincinnati
Nov. 27	at Detroit (Away)
Dec. 4	San Francisco (Away)
Dec. 10	at Chicago
Dec. 17	at Buffalo
Dec. 24	Miami

Playbook

PUNCH GUN

Flat
Draw
Arcs
Coil
H Under
Order
Out and Up
at
Trot Mary

TIGHT

Motion PA Cross
Motion FB Dive
Motion Comeback
Lead
Isolation
QB Sreak
PA Flat
Motion Slant

I TWINS

Motion Post
Motion Out
Lead
Isolation
Cutback
Under
Slant
PA Option
PA In
Off-Tackle
Zone
Wheel

I QUEENS

Reverse
PA Post
Motion Under
Motion Lead
Flat
Slit Post

DOUBLE RIGHT SLOT

Flare Screen
Draw
Deep Curbs
Corner
Angle
Zone
Post
Out
In
Get Away

I FORMATION

Motion Curl
Motion Comeback
Motion QB Curl
Lead
Isolation
Motion Y Curl
Motion Toss
Motion Out
Motion Option
Motion Lead
Shift Motion Iso
Outside Lead
Out
Motion Isolation

SPLIT GUN

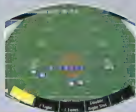
Motion Curl
Dig
Cross
Comeback
Bingo
Vertical
Out
Motion Wheel
Motion Post
Motion Dig
Wheel

EMPTY GUN

Slants
Motion Under
Motion Post
In
Curl
Wheel
Vertical
Under

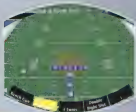
Formations

BUNCH GUN



THIS IS THE THIRD DOWN AND LONG FORMATION FOR THE PATRIOTS. WHEN THEY RUN, THEY USE A DRAW PLAY. MOST OF THE PASSING ROUTES ARE CROSSING AND PICK ROUTES TO SET UP A DEFENSIVE MISMATCH. THEY LOVE TO THROW THEM!

1 TIGHT



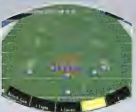
THIS IS A SHORT PASSAGE OR GUN LINE PACKAGE FOR THE PATRIOTS. THEY LIKE TO RUN UP THE MIDDLE AND OFF-TACKLE OVER THE POWER OF THE DEFENSE. THEY FOCUS THEIR GROUND GAME ON THE STRONG SIDE OF THE FORMATION. WHEN THEY PASS, THEY LIKE THE PLAY ACTION.

1 TWINS



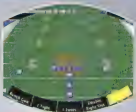
1 TWINS IS A BALANCED FORMATION FOR THE PATRIOTS. WHEN PASSING, THEY LIKE TO USE MOTION TO SET UP QUICK PASSING ROUTES. MOST OF THE RUN PLAYS ARE OUTSIDE.

DOUBLE RIGHT SLOT



DOUBLE RIGHT SLOT IS A PASSING FORMATION USING FIVE- AND SEVEN-STEP DROPS. THE DEEPER DROPS GIVE THE RECEIVERS LONGER TO GET OPEN DOWNFIELD. WHEN THEY RUN, THE PATRIOTS USUALLY HEAD UP THE MIDDLE OR RUN DRAW PLAYS.

1 FORMATION



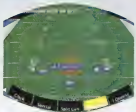
THE 1 FORMATION IS THE PATRIOTS' INVERTED FORMATION. WHEN THEY RUN THE BALL, IT'S OFF-TACKLE AND OFF-GUARD. NEW ENGLAND'S RUNNING BACKS LIKE TO START INSIDE, THEN BOUNCE OUTSIDE IF THE HOLE ISN'T THERE. THE PASSING GAME IS BASED ON A SERIES OF SHORT PASSES, BUT THE PATRIOTS RUN A REVERSE EVERY ONCE IN A WHILE TO STRETCH THE DEFENSE.

1 QUEENS



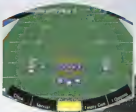
1 QUEENS IS A SIMPLE VARIATION OF THE STANDARD 1 FORMATION. THE PATRIOTS HAVE A TENDENCY TO PASS BEFORE THEY RUN. WHEN RUNNING, LOOK FOR THE OFF-TACKLE OR OFF-GUARD. THEY'VE ALSO SHOWN A REVERSE OUT OF THIS SET. THEY LOVE THE SLANT AND HOMEBACK ROUTE WHEN PASSING. LOOK FOR THE OCCASIONAL PLAY-ACTION PASS AS WELL.

EMPTY GUN



EMPTY GUN IS THE TWO-MINUTE FORMATION—OR, FOR PATRIOTS, A LOT OF CROSSING ROUTES AND SOME DEEP ROUTES ARE PREPARED FROM THIS SET. LOOK FOR THIS WHEN THE PATRIOTS NEED TO MOVE THE BALL DOWNFIELD IN A HURRY.

SPLIT GUN



SPLIT GUN IS THE PATRIOTS' FAVORITE SHOTGUN FORMATION. THEY RUN EVERY KIND OF PASS PLAY OUT OF THIS FORMATION, ESPECIALLY THE DUMB AND THE DEEP HOMEBACK ROUTE. THE BACKS MOSTLY STAY IN AND BLOCK, BUT THEY RUN THE OCCASIONAL OUT ROUTE.

NFL
2K1

OAKLAND RAIDERS

TEAM Coach: Jon Gruden Stadium: Network Associates Coliseum
INFO Capacity: 63,142 Surface: Grass

BY THE NUMBERS

Offense ➡ 90

Defense ➡ 83

Overall ➡ 85

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	26-28 L	at Green Bay
Sept. 19	25-17 W	at Minnesota
Sept. 26	24-17 W	Chicago
Oct. 3	21-22 L	at Seattle
Oct. 10	15-16 L	Denver
Oct. 17	20-14 W	at Buffalo
Oct. 24	26-23 W	New York Jets
Oct. 31	9-16 L	Miami
Nov. 14	28-9 W	San Diego
Nov. 22	21-27 L	at Denver
Nov. 28	34-37 L	Kansas City
Dec. 5	30-21 W	Seattle
Dec. 9	14-21 L	at Tennessee
Dec. 19	45-0 W	Tampa Bay
Dec. 26	20-23 L	at San Diego
Jan. 2	41-28 W	at Kansas City

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	San Diego
Sept. 10	at Indianapolis
Sept. 17	Denver
Sept. 24	Cleveland
Oct. 1	Open Date
Oct. 8	at San Francisco
Oct. 15	at Kansas City
Oct. 22	Seattle
Oct. 29	at San Diego
Nov. 5	Kansas City
Nov. 12	at Denver (Mon.)
Nov. 19	at New Orleans
Nov. 26	Atlanta
Dec. 3	at Pittsburgh
Dec. 10	New York Jets
Dec. 16	at Seattle (Sat.)
Dec. 24	Cordoba

Playbook

SLIT

Lead
Curl
Counter
Coneback
Motion Toss
Motion Sweep
Motion Screen
Motion In
Motion Flat
TE Curl
Shovel Pass
Screen
Post
Option

I TIGHT

PA Flat
Outs
Motion Isolation
Dive
Counter Toss
Toss
Strong Lead
Slant
Power Toss

DOUBLES I

Open Lead
Motion Flood
Get Away
Flat
Fade
Strong Lead
Slant

RAIDER I

FB Dive
Dive
Crack Cross
Crackback Lead
Counter Toss
Outside Lead
Motion Zone
Motion Lead
Motion Flat
Motion Cutback
Toss
PA Post
PA Curl

DOUBLE TIGHT

Slant and Go
Quick Draw
Motion Cross
Inside Zone
In
Underneath
Switch
Smash

ACE

Post Corner
Draw
Cutback
Cross
Coneback
Zone
Toss
Slants

TREY

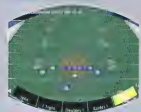
Option
In
Fade
Cross
Check
Underneath
Screen
Out

RAIDER LEFT

Motion Cross
Flare
Draw
Dive
Cutback
Trap
Toss
PA Get Away

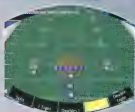
Formations

DOUBLE TIGHT



THE DOUBLE TIGHT FORMATION IS THE RAIDERS' TRUST TO THE WEST COAST OFFENSE. THE PASS PLAYS ARE DESIGNED TO GET TO THE RECEIVER QUICKLY, ALLOWING HIM TO RUN AFTER THE CATCH. THE BIG RUN PLAY FOR THE RAIDERS OUT OF THIS SET IS A DRAW.

RAIDER I



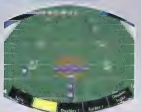
THE RAIDERS LIKE TO RUN OUT OF THE I BEHIND THE BLOCKING OF THE FULLBACK. MOST OF THE RUNS ARE BETWEEN THE TACKLES, WITH AN OCCASIONAL OFF-TACKLE RUN OUTSIDE. MOST PASSES ARE SHORT FLARES AND DEFS. LOOK FOR A LOT OF MOTION TO KEEP THE DEFENSE HONEST.

RAIDER LEFT



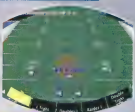
RAIDER LEFT IS A STRONG RUNNING FORMATION. TOS, TRAP, COUNTER, AND LEAD RUNNING PLAYS ALL COME OUT OF THIS SET. FROM TIME TO TIME, THE RAIDERS RUN A PLAY-ACTION PASS OUT OF THIS FORMATION.

I TIGHT



WHEN THE RAIDERS WANT TO RUN, THEY TEND TO USE THIS FORMATION. THE PLAY USUALLY FLOWS IN THE DIRECTION OF THE MOTION RECEIVER, SO KEY OUT OF IT WHEN THE RECEIVERS DO NOT GO IN MOTION. HOWEVER, WATCH FOR A PLAY-ACTION PASS OR A QUICK OUT/FLARE ROUTE. THE RAIDERS' FAVORITE PLAY FROM THIS SET IS A TOS TO THE OUTSIDE.

SPLIT



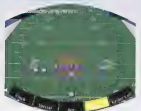
THE RAIDERS LOVE TO USE BOTH THE SHOULDER AND SCREEN PASSES OUT OF THIS PASSING FORMATION. THE RECEIVERS RUN A VARIETY OF ROUTES, WITH AT LEAST ONE RECEIVER RUNNING DEEP DOWNFIELD. OCCASIONALLY, THE RAIDERS RUN OUT OF THIS SET JUST TO KEEP THE DEFENSE HONEST.

DOUBLES I



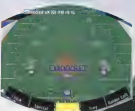
DOUBLES I IS MOSTLY A PASSING FORMATION FOR THE RAIDERS. THEY LIKE TO RUN A LOT OF CROSSING AND PICK ROUTES UNDERNEATH. THE RUNNING BACKS ARE ALWAYS INVOLVED IN THE PASSING GAME FOR EXTRA RECEIVERS. WHEN THE RAIDERS DO RUN FROM THIS FORMATION, IT IS USUALLY OFF TACKLE. THE WRINKLES TO THIS SET ARE A REVERSE AND A TACKLE REVERSE FORMATION.

TRAY



THIS IS A BASIC PASSING FORMATION. EVERY BODY IS IN SHORT AND UP THE FIELD. THE QB'S ABILITY TO SCRAMBLE AND GET AWAY FROM THE WISH PLAYS—A BIG PART IN MAKING THIS SET WORK. THE EXTRA TIME GAINED BY THE MOBILE QUARTERBACK ALLOWS THE RECEIVERS TO GET OPEN.

ACE



ACE IS ANOTHER RUNNING FORMATION FOR THE OAKLAND RAIDERS. THEY RUN JUST ABOUT ANY STYLE OF RUN PLAY OUT OF THIS SET, BUT THE CUTBACK AND TOS PLAYS ARE TWO OF THEIR FAVORITES. WHEN THEY DO PASS, IT IS USUALLY THE QUICK SLANT. BUT WHEN THEY ARE TEARING, THEY WILL GO FOR COUNTER ROUTES TO GET SOME QUICK!

ST. LOUIS RAMS

TEAM Coach: Mike Martz
INFO Capacity: 66,000

Stadium: St. Louis Dome
Surface: Astro Turf

BY THE NUMBERS

Offense ▶▶ 91

Defense ▶▶ 86

Overall ▶▶ 86

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sep. 12	27-10 W	Baltimore
Sep. 20	33-7 W	Atlanta
Oct. 5	20-10 W	at Cincinnati
Oct. 10	42-20 W	San Francisco
Oct. 17	41-13 W	at Atlanta
Oct. 24	34-8 W	Cleveland
Oct. 31	21-24 L	at Tennessee
Nov. 7	27-31 L	at Detroit
Nov. 14	23-10 W	Carolina
Nov. 21	23-7 W	at San Francisco
Nov. 28	43-12 W	New Orleans
Dec. 5	34-21 W	at Carolina
Dec. 12	30-14 W	at New Orleans
Dec. 19	31-10 W	New York Giants
Dec. 26	34-12 W	Chicago
Jan. 2	31-30 L	at Philadelphia

2000 SCHEDULE

DATE	OPPONENT
Sep. 4	Denver (Mon. at St. Louis)
Sep. 10	Atlanta
Sep. 17	at Oakland
Sep. 24	Kansas City
Oct. 1	New England
Oct. 8	at San Diego
Oct. 15	Cleveland
Oct. 22	at Cincinnati
Oct. 29	Open Date
Nov. 5	at New York Jets
Nov. 12	Oakland (Mon.)
Nov. 19	San Diego
Nov. 26	at Seattle
Dec. 3	at New Orleans
Dec. 10	Seattle
Dec. 17	at Kansas City
Dec. 23	San Francisco (Sat.)

Playbook

NO OPTION

RB Counter Left
 RB Lead Right
 Center Draw
 Outside Outside
 TP Boom
 Sweep Left
 Play-Action TE Drag
 Play-Action TE Cross
 Play-Action Dig

STRONG I TWINS

Motion TE Throwback
 Motion Follow
 Motion Flood
 Lead
 Flare
 Kickback
 Stop and Go
 Motion Zone

DOUBLE LEFT SLOT TIGHT

Motion Stop Post
 Motion Sprint Out
 Motion Follow
 Motion Crossback
 Crosses
 Zone
 Toss
 Posts
 PA Cross

I FORMATION

Motion Flot
 Motion FB Dive
 Middle Screen
 Lead
 Isolation
 Shovel Pass
 PA Crossback
 Motion Screen
 Motion PA Cross
 Motion Out

TREY

Motion Inside
 Motion Fade
 Motion Cutback
 Motion Corner
 Delay Zone
 Pump Draw
 Motion Streak
 Motion Sprint Flare
 Motion Shovel
 Motion PA WR Screen
 Zone
 Stop and Go
 Sprint Corner
 RB Out

WEAK I

Motion Flare
 Lead
 Dive
 Cutback
 Counter
 Reverse
 Motion Toss
 Motion Shovel
 Motion Screen
 Motion Lead
 Stop and Go

ACE

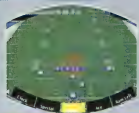
Motion Out
 Motion Get Away
 Motion Angle
 Inside Zone
 C Lead
 Reverse
 PA Screen
 Motion Zone
 Motion Out 2

RAM LEFT

Motion Screen
 Motion In
 Motion Get Away
 Motion Counter
 Curbs
 Switch
 Sloans
 Post

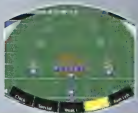
Formations

WEAK I



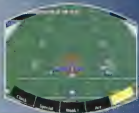
WEAK I IS THE FORMATION OF CHOICE FOR THE ST. LOUIS RAMS ON FIRST DOWN. MOST OF THE PLAY CALLING IS CONSERVATIVE, FOCUSING ON WINNING THE BALL 5 OR 6 YARDS AT A TIME. THE RUNNING GAME IS TOUGH AND BALANCED. THE PASSING GAME IS SHORT AND QUICK, AND THE RAMS LOVE GETTING THE BALL INTO THEIR RECEIVER'S HANDS AS SOON AS POSSIBLE.

ACE



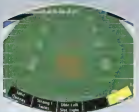
THE RAMS USE A VARIETY OF MOTIONS TO KEEP THE DEFENSE OFF BALANCE IN THIS FORMATION. MOST OF THE PASS PLAYS ARE DESIGNED TO GET THE BALL INTO THE RECEIVER'S HANDS EARLY SO THEY CAN CREATE AND GET LONG RUNS AFTER THE CATCH. THE RUNNING GAME IS A MIXTURE OF ZONE RUNNING AND COUNTER PLAYS.

RAM LEFT



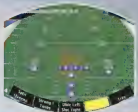
THIS IS A TIGHTER VERSION OF ST. LOUIS' BASIC DOUBLE TIGHT FORMATION. THE RAMS TAKE ADVANTAGE OF THE SACKED RECEIVERS TO THROW THE BALL DEEP AND PICK UP YARDAGE QUICKLY WHEN THEY WANT TO RUN OUT OF THIS FORMATION. IT IS USUALLY A COUNTER BY THE FULL-BACK WHO LINES UP ON THE LEFT SLOT.

TREY



TREY IS PROBABLY THE MOST VERSATILE FORMATION IN THE RAMS' PLAYBOOK. THEY USE THIS FORMATION IN A VARIETY OF SITUATIONS. THE FORMATION IS FILLED WITH A LOT OF MOTIONS.

I FORMATION



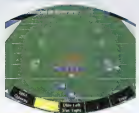
THIS IS A SAMPLE ON FIRST OR SECOND DOWN. THE RAMS USE A VARIETY OF RUNS AND PASSES OUT OF THE BASIC FORMATION. THE GROUND GAME STAYS MOSTLY INSIDE, WITH BOTH BACKS GETTING THEIR FAIR SHARE OF CARRIES. THE PASSING GAME SPREADS THE BALL AROUND USING THE BACKS AND RECEIVERS EQUALLY.

DOUBLE LEFT SLOT TIGHT



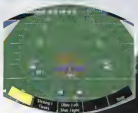
THIS IS ONE OF THE MOST EFFECTIVE FORMATIONS IN THE ST. LOUIS OFFENSIVE PLAYBOOK. ITS VERSATILITY ALLOWS THE RAMS TO USE A NUMBER OF DIFFERENT MOTIONS AND SHIFTS TO DISGUISE BOTH THEIR RUNS AND THEIR PASSES. THE FORMATION IS PASS HEAVY, RELYING ON A NUMBER OF PASSES AND QUICK RELEASES TO GET THE RECEIVERS INTO THE OPEN FIELD. THE GROUND GAME IS LIMITED TO THE LOSS PLAY AND ZONE RUNS.

STRONG I TWINS



THE RAMS LIKE TO USE THIS FORMATION ON SECOND DOWN AND LONG. THE PASSING GAME CONSISTS OF A MIXTURE OF SHORT AND DEEP ROUTES. THE RUNNING GAME IS LIMITED, CONCENTRATING MORE ON LEAD PLAYS AND MOTIONS TO SPRING THE BACK.

SPLIT QUEENS



THE RAMS USE SPLIT QUEENS MOSTLY ON THIRD DOWN AND PASSING SITUATIONS, BUT IT CAN BE THROWN IN EARLY TO KEEP THE DEFENSE HONEST. ALL ROUTES ARE DESIGNED TO PICK UP LARGE CHUNKS OF REAL ESTATE. SHORT PASSES ARE QUICK ACROSS THE MIDDLE, TO GET UNDERNEAR THE COVERAGE. THE RAMS DON'T RUN MUCH FROM THIS SET, BUT WHEN THEY DO, LOOK OUT FOR ENVOY PLAYS AND DRIVES INTO THE LINE.

BALTIMORE RAVENS

TEAM
INFOCoach: Brian Billick
Capacity: 69,354Stadium: PSINet Stadium
Surface: Grass

BY THE NUMBERS

Offense ▶▶ 84

Defense ▶▶ 94

Overall ▶▶ 86

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	10-27 L	at St. Louis
Sept. 19	20-23 L	Pittsburgh
Sept. 26	17-10 W	Cleveland
Oct. 3	19-13 W	at Atlanta
Oct. 10	11-14 L	at Tennessee
Oct. 21	8-35 L	Kansas City
Oct. 31	10-13 L	Buffalo
Nov. 7	41-9 W	at Cleveland
Nov. 14	3-6 L	at Jacksonville
Nov. 21	34-31 W	at Cincinnati
Nov. 28	23-30 L	Jacksonville
Dec. 5	41-14 W	Tennessee
Dec. 12	31-24 W	at Pittsburgh
Dec. 19	31-8 W	New Orleans
Dec. 26	22-0 W	Cincinnati
Jan. 2	9-20 L	at New England

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	at Pittsburgh
Sept. 10	Jacksonville
Sept. 17	at Miami
Sept. 24	Cincinnati
Oct. 1	at Cleveland
Oct. 8	at Jacksonville
Oct. 15	at Washington
Oct. 22	Tennessee
Oct. 29	Pittsburgh
Nov. 5	at Cincinnati
Nov. 12	at Tennessee
Nov. 19	Dallas
Nov. 26	Cleveland
Dec. 3	Open Date
Dec. 10	San Diego
Dec. 17	at Arizona
Dec. 24	New York Jets

Playbook

TREY GUN

Post
Naven Out
Off Tackle
Hail Mary
Counter
Slant
Sight
Leather Screen
Roll Out Comeback

DOUBLE RIGHT SLOT

Wedge Screen
PA Post
Motion Vertical
Motion Out
Motion Draw
Zone
WR Screen
Under

I SLOT

Post
Outside Zone
Inside
Draw
Strong Counter
Stop and Go
Toss
Stretch
Seam
Purple Screen

ACE

Outs
Motion Screen
Motion Post
Inside Zone
Curl
Wheel
Verticals
Out and Up

TREY

Motion Flare
Motion Draw
Motion Dive
Motion Cross
In
Screen
PA Boot Corner
Out and Go
PA Out
Out
Motion Flat
Under
Slant

RAVENS I

Inside Lead
FB Give
Cross
Counter Toss
Out
Motion Toss
Motion PA Post
Motion PA Out and Go
Motion Lead
PA Verticals
PA Vertical
PA Corner
Outs
Toss
Blast
Ball Screen
Screens

I TIGHT

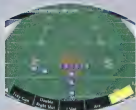
Motion Inside Lead
Motion Fade
Motion Cross
Isolation
Fade
Motion Power Toss
Motion PA Get Away
Motion Lead
Motion Isolation

TWINS I

Motion Reverse
Motion Isolation
Motion Dive
Curlback
Verticals
Mix Up Screen
PA Dive Bomb
PA Out
Off Tackle

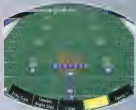
Formations

TWINS I



THE TWINS I IS A PASSING FORMATION FOR THE RAVENS. THE BACK IS A FOCAL POINT OF THE PASSING GAME, FLARING OUT TO THE PERIMETER OR SLIPPING UNDERNEATH THE DEFENSE ON THE SCREEN ROUTE. THE RAVENS LIKE TO USE THE FLARE ROUTE AS A RUNNING PLAY OUT OF THIS FORMATION. WHEN THE RAVENS DO RUN, THEY MOSTLY ATTACK THE INTERIOR OF THE DEFENSE.

ACE



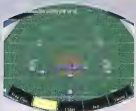
RARELY, THE ACE FORMATION IS A PASSING FORMATION FOR THE RAVENS. THE BACK IS A FOCAL POINT OF THE PASSING GAME, FLARING OUT TO THE PERIMETER OR SLIPPING UNDERNEATH THE DEFENSE ON THE SCREEN ROUTE. THE RAVENS LIKE TO USE THE FLARE ROUTE AS A RUNNING PLAY OUT OF THIS FORMATION. WHEN THE RAVENS DO RUN, THEY MOSTLY ATTACK THE INTERIOR OF THE DEFENSE.

I SLOT



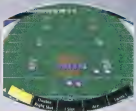
VARIATION OF THE I FORMATION, I SLOT USES THE SAME COMBINATION OF RUN AND PASS PLAYS. TO THE PASSING GAME IS THAT EACH PASS PLAY IS DESIGNED TO ATTACK THE DEFENSIVE COVERAGE VERTICALLY WITH AT LEAST ONE RECEIVER GOING DEEP. RUN PLAYS ARE TYPICALLY DRAGS, TOSSES, AND OFF-TACKLE ROUTES.

DOUBLE RIGHT SLOT



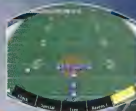
THE RAVENS USE A GOOD COMBINATION OF RUN AND PASS PLAYS OUT OF THIS FORMATION. THE EARLY GAME STARTS WITH THE OFF-TACKLE AND LINE DRIVE. THEY LIKE TO USE QUICK PASSES TO GET THEIR RECEIVERS IN POSITION TO PICK UP YARDS AFTER THE CATCH. MOST OF THE PATTERNING LIKE SIMILAR TO THE UNES USED IN THE TREY GUN.

TREY GUN



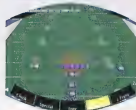
TREY GUN IS A PASSING FORMATION IN LONG YARDAGE SITUATIONS. IT FEATURES A LOT OF CROSSING AND PICK ROUTES, MIXED WITH THE OCCASIONAL ROLL OUT. THE RAVENS LIKE TO USE AN OFF-TACKLE RUNNING PLAY TO KICK THE DEFENSE HONEST, BUT 95 PERCENT OF THE PLAY CALLING IS DEEP PASS PLAYS.

I TIGHT



THE RAVENS USE A LOT OF RUNS AND SHORT PATTERNS TO ATTACK THE DEFENSE IN SHORT YARDAGE SITUATIONS. MOST OF THE RUNS ARE UP THE MIDDLE WITH AN OCCASIONAL OUTSIDE TOSS. THE WIDE-OUT'S SHORT MOTION AND CRACKBACK BLOCK ON EITHER THE DEFENSIVE END OR LINEBACKER SETS UP THE PASS.

RAVENS I



THIS IS BALTIMORE'S FAVORITE FORMATION. THE GROUND GAME IS DESIGNED TO ATTACK THE INTERIOR OF THE DEFENSE WITH AN OCCASIONAL TOSS TO THE OUTSIDE. THE PASSING GAME IS VERTICAL, MOVING TO STRETCH THE DEFENSE AND OPEN UP THE GROUND GAME. OTHER THAN THE OCCASIONAL TRY PATTERNS, THE RAVENS' RECEIVERS LEAN ON THE OUT AND POST PATTERNS. BALTIMORE LOVES TO USE OFF-TACKLE AND TACKLE IN BOTH POTENTIAL PHASES, THE OTHER GOES DOWNFIELD.

TREY



TREY IS A PASSING FORMATION IN THE RAVENS' OFFENSE. THEY USE A LOT OF PICK AND CROSSING ROUTES TO RUB OFF THE DEFENSE AND SET UP BIG RUNS AFTER THE CATCH. EVERY PLAY HAS AT LEAST ONE RECEIVER RUNNING DEEP WITH ANOTHER RUNNING UNDERNEATH. THE DEEP RECEIVER IS ALWAYS THE FIRST OPTION. WHEN THE RAVENS DO RUN, IT'S MOSTLY BETWEEN THE TACKLES ON A DRUM PLAY.



WASHINGTON REDSKINS

TEAM
INFOCoach: Norv Turner
Capacity: 80,116Stadium: FedEx Field
Surface: Grass

BY THE NUMBERS

Offense 93

Defense 93

Overall 85

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	35-41 L	Dallas
Sept. 19	50-21 W	at New York Giants
Sept. 26	27-20 W	at New York Jets
Sept. 3	38-34 W	Carolina
Sept. 17	24-18 W	at Arizona
Sept. 24	20-38 L	at Dallas
Sept. 31	48-22 W	Chicago
Nov. 7	17-34 L	Buffalo
Nov. 14	28-35 L	at Philadelphia
Nov. 21	23-13 W	New York Giants
Nov. 28	20-17 W	Philadelphia
Dec. 5	17-33 L	at Detroit
Dec. 12	28-3 W	Arizona
Dec. 19	21-24 L	at Indianapolis
Dec. 26	26-29 W	at San Francisco
Jan. 2	21-10 W	Miami

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Carolina
Sept. 10	at Detroit
Sept. 18	Dallas (Mon.)
Sept. 24	at New York Giants
Oct. 1	Tampa Bay
Oct. 8	at Philadelphia
Oct. 15	Baltimore
Oct. 22	at Jacksonville
Oct. 30	Tennessee (Mon.)
Nov. 5	at Arizona
Nov. 12	Open Date
Nov. 20	at St. Louis (Mon.)
Nov. 26	Philadelphia
Dec. 3	New York Giants
Dec. 10	at Dallas
Dec. 16	at Pittsburgh (Sat.)
Dec. 24	Arizona

Playbook

ACE

Quick Out
A Z Post
PA Vertical
Inside Zone
Zone
Zone Cutback
Zone

WEAK I

Motion Out
Motion Isolation
Motion Cutback
Inside Power
Cut
Wheel
Toss
Slant
PA Weak Flood
PA Post
Zone

WEAK I TIGHT

PA Post
Outside Zone
Isolation
Inside Power
Fide
Toss
PA Weak Flood

JUMBO I

PA Drag
PA Corner
Outside Zone
Isolation
Inside Power
Toss
Sprint Throwback
RO Get Away
PA Out

WEAK I DOUBLES

PA Double Crosses
Outside Zone
Isolation
Inside Power
Corner
Toss
Slant
Post
PA Wheel
PA Strong Flood

SPLIT GUN

Wheel
Weak Draw
Trap Draw
Strong Draw
Dig
Z-Dig

TREY TIGHT

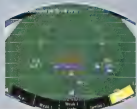
Screen
Power
PA Strong Flood
Outside Zone
Inside Zone
Z Reverse
Zone Cutback
Toss
Slant and Go
Slat

I FORMATION

PA Hi-Low
Motion Power Toss
Lead
Isolation
Flat
Screen
Quick Out
Power Iso
PA Vertical
PA Strong Flood
Zone Cutback
Zone

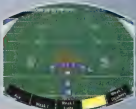
Formations

WEAK I DOUBLES



WEAK I DOUBLES IS A BASE SET FOR WASHINGTON ON FIRST OR SECOND DOWN. THE SKINS LOVE TO USE THE INSIDE POWER PLAY WITH THE RUNNING BACK. THEY USE A VARIETY OF PASSING ROUTES FROM THIS SET.

JUMBO I



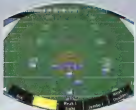
THIS IS A SHORT YARDAGE/GOAL LINE FORMATION FOR THE SKINS. THEY LIKE TO OFF THE BALL TO THE TAILBACK AND LET HIM RUN OVER THE DEFENSE MEAK THE END OF THE LINE. PLAYACTION PASSES ARE VERY EFFECTIVE FROM THIS SET.

WEAK I TIGHT



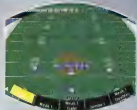
WEAK I TIGHT IS A SHORT YARDAGE SET FOR THE REDSKINS. THEY LIKE TO USE TWO BACKS AND TWO TIGHT ENDS IN THIRD AND LESS THAN THREE YARDS. THE REDSKINS ALSO LIKE TO USE THIS SET ON SECOND AND SHORT WITH THE OCCASIONAL PLAYACTION PASS.

WEAK I



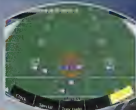
WASHINGTON LINES UP IN THE WEAK I SET AND MOTIONS OR SHIFTS TO CREATE RUNNING LANES FOR THE TAILBACK. THE SKINS LIKE TO USE THIS FORMATION ON FIRST OR SECOND DOWN. WITH THE RUN SETTING UP THE PLAYACTION PASS. LOOK FOR THE SKINS TO TRY THE DEEP BALL WHEN THEY GET A CHANCE.

ACE



ACE IS A FIRST AND SECOND DOWN FORMATION FOR THE REDSKINS. WASHINGTON LIKES TO GIVE THE BALL TO THE TAIL SETBACK, WHICH IN TURN SETS UP THE PLAYACTION PASS DOWNFIELD.

SPLIT GUN



THIS IS A THIRD DOWN SET FOR THE REDSKINS. THEY REPLACE THE TIGHT END WITH ANOTHER WIDE RECEIVER TO GET MORE SPEED ON THE FIELD AND TO CREATE MATCH-UP PROBLEMS FOR THE DEFENSE. THERE IS STILL THE THREAT OF THE RUN WITH THE DRAW PLAY TO THE TAILBACK.

I FORMATION



THE I FORMATION IS THE BASE SET FOR WASHINGTON ON FIRST AND SECOND DOWN. LIKE WITH MOST SETS, THE SKINS PREFER FIRST TO SET UP THE PLAYACTION PASS LATER IN THE GAME. WITH THE RUNNING GAME WORKING, WATCH FOR DEEP PASS PLAYS TO THE WIDE SPLIT END QUARTERBACKS.

TREY TIGHT



THE REDSKINS USE ONE-BACK SETS WITH TWO TIGHT ENDS ON FIRST, SECOND AND THIRD DOWN AND SHORT. IF THE DEFENSE STACKS UP AT THE LINE OF SCRIMMAGE TO STOP THE RUN, THE TWO RECEIVERS AND TWO TIGHT ENDS CAN GET LOOSE IN THE SECONDARY.

NEW ORLEANS SAINTS

TEAM INFO

Coach: Jim Haslett

Capacity: 70,200

Stadium: Louisiana Superdome

Surface: Astro Turf

BY THE NUMBERS

Offense ▶▶▶ 83

Defense 84

Overall   83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 1	14-10 W	at New York
Sept. 8	23-20 W	at New York
Sept. 15	20-10 W	at Columbia
Sept. 22	17-10 W	at Columbia
Sept. 29	23-10 W	at Columbia
Oct. 6	20-10 W	at New York
Oct. 13	24-21 L	at New York
Oct. 20	16-17 L	at Columbia
Oct. 27	18-8 W	at Columbia
Nov. 3	20-13 L	at Columbia
Nov. 10	17-13 L	at Columbia
Nov. 17	19-20 L	at Columbia
Nov. 24	21-10 W	at Columbia
Dec. 1	22-13 W	at Columbia
Dec. 8	22-13 W	at Columbia
Dec. 15	22-13 W	at Columbia

2000 SCHEDULE

DATE	OPPONENT
Aug. 2	at Penn.
Aug. 18	at Wake Forest
Aug. 22	at Wake Forest
Aug. 24	at Wake Forest
Aug. 25	at Wake Forest
Aug. 26	at Wake Forest
Aug. 27	at Wake Forest
Aug. 28	at Wake Forest
Aug. 29	at Wake Forest
Aug. 30	at Wake Forest
Aug. 31	at Wake Forest
Sept. 1	at Wake Forest
Sept. 2	at Wake Forest
Sept. 3	at Wake Forest
Sept. 4	at Wake Forest
Sept. 5	at Wake Forest
Sept. 6	at Wake Forest
Sept. 7	at Wake Forest
Sept. 8	at Wake Forest
Sept. 9	at Wake Forest
Sept. 10	at Wake Forest
Sept. 11	at Wake Forest
Sept. 12	at Wake Forest
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Sept. 14	at Wake Forest
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Sept. 16	at Wake Forest
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Sept. 26	at Wake Forest
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Sept. 28	at Wake Forest
Sept. 29	at Wake Forest
Sept. 30	at Wake Forest
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Oct. 28	at Wake Forest
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Oct. 30	at Wake Forest
Oct. 31	at Wake Forest
Nov. 1	at Wake Forest
Nov. 2	at Wake Forest
Nov. 3	at Wake Forest
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Nov. 6	at Wake Forest
Nov. 7	at Wake Forest
Nov. 8	at Wake Forest
Nov. 9	at Wake Forest
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Nov. 28	at Wake Forest
Nov. 29	at Wake Forest
Nov. 30	at Wake Forest
Dec. 1	at Wake Forest
Dec. 2	at Wake Forest
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Dec. 20	at Wake Forest
Dec. 21	at Wake Forest
Dec. 22	at Wake Forest
Dec. 23	at Wake Forest
Dec. 24	at Wake Forest
Dec. 25	at Wake Forest
Dec. 26	at Wake Forest
Dec. 27	at Wake Forest
Dec. 28	at Wake Forest
Dec. 29	at Wake Forest
Dec. 30	at Wake Forest
Dec. 31	at Wake Forest

Playbook

APPENDIX 1

[illegible]

SAINTS RIGHT

- Shotgun: FA Flat
- Shotgun: Lead
- FB Off: Tackle
- FB: Drive
- Centerback
- Sliver
- Quick Boys
- Off: Search

SPLIT

PA Post
Off-Inch
Mention
Gives
Counter
Zone
Toss
Shout
RD Screen

SPLIT QUEENS

- Witchon Slant
- Witchon Out
- Dive
- Carback Counter
- Carback
- Underneath
- Legs
- Orts

DOUBLE GUN LEFT

- Blotter
- Over
- Under
- Diagram
- Carta
- Cross
- Angel
- Verticilla
- Switch
- Clown

1 TWINS

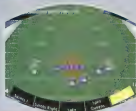
- Marine Isotopes
- Marine Center Test
- Load
- FB Outside
- FB Core
- Ref Det Core
- Ref Det Combsch
- Quick Det

TREV

- Machine: Babbler School
- Land
- G Land
- Plot
- Dura
- Machine: Wheel
- Machine: Tent
- Machine: Outside Tent
- Machine: Out
- Machine: Fire
- Shut
- Machine: Tent

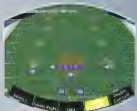
Formations

GUN DOUBLE LEFT



THIS IS A PASSING FORMATION SAVED FOR THE TWO-MINUTE DRILL OR WHEN TRAILING LATE IN THE GAME. THE SAINTS USE JUST ABOUT EVERY ROUTE IMAGINABLE IN THIS FORMATION. THE BACKS ARE USED BOTH IN RUNNING ROUTES AND PICKING UP BLITZERS. WATCH OUT FOR THE OCCASIONAL DRAW PLAY.

SPLIT QUEENS



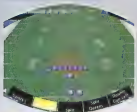
NEW ORLEANS USES THIS AS A PASSING FORMATION. MOST OF THE ROUTES ARE OUTS OR SLANTS, BUT SOMEONE IS ALWAYS RUNNING A DEEP ROUTE. THE BACKS BARREL STRUT IN TO BLOCK, OPTING INSTEAD TO GO OUT ON A PASSING ROUTE. MOST OF THE RUNS ARE STRAIGHT UP THE MIDDLE WITH AN OCCASIONAL OUTBACK COUNTER OR TOSS. LOOK FOR A LOT OF MOTION OUT OF THIS SET.

SPLIT



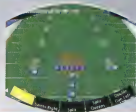
SPLIT IS THE BASIC RUNNING FORMATION FOR THE SAINTS. MOST OF THE RUNS ARE TOSSES AND OFF-TACKLE PLAYS. THE PLAY-ACTION PASS IS USED AS A WRINKLE IN TRADITIONAL RUNNING SITUATIONS. MOST OF THE PLAYS ARE DESIGNED TO FEATURE THE RUNNING BACK.

SAINT RIGHT



THIS IS THE FORMATION USED IN EQUAL LINE SITUATIONS. WHILE THE 3-YARD LINE. MOST OF THE RUNS ARE TOSSES, OFF-TACKLES, AND THE QB SNEAK. WHEN THE SAINTS DO PASS, THE ELIGIBLE WINKLE IS USUALLY PART OF THE PATTERN. ALL OF THE PASS PLAYS ARE QUICK, BUT THE SAINTS RUN OUT OF THIS FORMATION MORE OFTEN THAN MOST.

SAINTS I



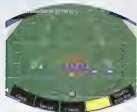
THIS FORMATION IS A VERSATILE SET FOR THE NEW ORLEANS PLAYBOOK. THE SAINTS RUN AND PASS EQUALLY WELL OUT OF THIS FORMATION BUT CLEARLY PUT THE EMPHASIS ON THE RUN. THE GROUND GAME IS BASED ON A VARIETY AND COVERS THE BASICS: COUNTER, TOSS, WEDGE, AND FULLBACK OFF-TACKLE. AS FOR THE THICKEND, THE SAINTS THROW IN A HALLBACK PASS AND A REVERSE WHEN THE SAINTS DO PASS. THEY ALMOST ALWAYS USE THE PLAY ACTION. LOOK FOR A LOT OF MOTION FROM THIS SET.

DOUBLE LEFT SLOT



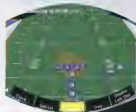
DOUBLE LEFT SLOT IS THE SAINTS' BIG PLAY SET. THE SAINTS USE A LOT OF OUTS, SQUARE-INS, POSTS, SLANTS, AND COMEBACK ROUTES OUT OF MOTION. THE BACK USUALLY STAYS IN TO BLOCK, BUT WHEN THE SAINTS DO RELEASE IT'S USUALLY ON A FLARE ROUTE. THE GROUND GAME IS MINIMAL FROM THIS SET. LOOK FOR THE OFF-TACKLE, THE DRAW, AND THE TOSS.

TREY



WHY THE 3-BACKED FORMATION IN THE NEW ORLEANS PLAYBOOK. THE RUNNING GAME IS SURT SIMPLE, RELYING ON THE OFF-BACKLE AND TOSSES PLAY TO MOVE THE CHAINS. MOST OF THE PASS PLAYS ARE COUNTERING OR PICK ROUTES. THE SAINTS USE A GOOD COMBINATION OF OUTS AND SLANTS TO KEEP THE DEFENSE ON THEIR TOES, AND ALMOST EVERY PLAY HAS SOME KIND OF HAND IN MOTION.

I TWINS



THE SAINTS SPEND MOST OF THEIR TIME RUNNING OUT OF THIS FORMATION. MOST OF THE RUNS ARE THROUGHTER BETWEEN THE BACKS. THE FULLBACK SEES A LOT OF CARRIES FROM THIS SET. WHEN THEY DO PASS, THE SAINTS ROLL THE QB OUT OR FIRE A QUICK PASS TO THE WIDE RECEIVER. THE SAINTS ALSO USE A LOT OF MOTION FROM THIS SET WHEN THEY WANT TO RUN THE BALL.

SEATTLE SEAHAWKS

TEAM
INFO

Coach: Mike Holmgren **Stadium:** Husky Stadium
Capacity: 66,400 **Surface:** Astro Turf

BY THE NUMBERS

Offense ➤ 80

Defense ➤ 86

Overall ➤ 82

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sep. 12	20-26 L	Detroit
Sep. 19	14-13 W	at Chicago
Sep. 26	29-10 W	at Pittsburgh
Oct. 3	22-21 W	Oakland
Oct. 17	16-13 L	at San Diego
Oct. 24	26-16 W	Buffalo
Nov. 1	27-7 W	at Green Bay
Nov. 7	37-20 W	Cincinnati
Nov. 14	20-17 W	Denver
Nov. 21	31-19 W	at Kansas City
Nov. 28	3-16 L	San Francisco
Dec. 5	21-30 L	at Oakland
Dec. 12	16-19 L	San Diego
Dec. 19	30-34 L	at Denver
Dec. 26	20-14 W	Kansas City
Jan. 2	9-19 L	at New York Jets

2000 SCHEDULE

DATE	OPPONENT
Sep. 3	at Miami
Sep. 10	St. Louis
Sep. 17	New Orleans
Sep. 24	at San Diego
Oct. 2	at Kansas City (Hous.)
Oct. 8	at Carolina
Oct. 15	Indianapolis
Oct. 22	at Oakland
Oct. 29	Kansas City
Nov. 5	San Diego
Nov. 12	at Jacksonville
Nov. 19	Oregon State
Nov. 26	Denver
Dec. 3	at Atlanta
Dec. 10	at Denver
Dec. 16	Oakland (Sat.)
Dec. 23	Buffalo (Sat.)

Playbook

SPLIT

Power Lead
 Draw
 Sweep
 Lead Draw
 Hook
 Zone
 Zone Cutback
 Zone

POWER I

PA Lead
 PA Corner
 Isolation
 TE Olive
 Fade
 What ISO
 Toss
 Power

I QUEENS

Slant
 PA Dig
 Outs
 Lead Draw
 Isolation
 Zone Cutback
 Verticals

I FORMATION

PA Curl
 PA Cross
 Lead Draw
 Isolation
 Hitch
 Zone
 Toss
 Sweep
 Slant
 PA Verticals
 Zone Cutback

DOUBLES

Screen
 Post
 Fade
 Draw
 Cross
 Zone
 Verticals
 Under
 Toss
 Slant

TREY

Screen
 G Lead
 Fade
 Draw
 Drag
 Zone Cutback
 Zone
 Vertical
 Toss
 Slant

STRONG I

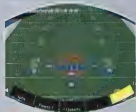
HB Option
 HB Counter Left
 G Lead Right
 Center Draw
 Backside Outside
 TE Seam
 Sweep Left
 Play-Action TE Drag
 Play-Action TE Cross
 Play-Action Dig

SPLIT QUEENS

Post
 Out
 Hook
 Draw
 All Out
 Trap
 Sweep
 Spring Curl
 Slant
 Quick Toss

Formations

DOUBLES



THE SEAHAWKS USE THE DOUBLES FORMATION ON FIRST, THIRD-DOWN PASSING SITUATIONS. THE FORMATION SPREADS THE DEFENSE, FORCING ONE-ON-ONE MATCHUPS IN THE PASSING GAME AND OPENING UP THE MIDDLE FOR THE RUNNING GAME.

1 FORMATION



THIS IS A RISK FORMATION FOR THE SEAHAWKS ON FIRST-DOWN. THEY LIKE TO GET THE BALL TO THE RUNNING BACK EARLY AND OFTEN TO SET UP A BIG PLAY OFF THE PLAY ACTION PASS.

1 QUEENS



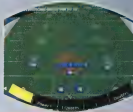
THIS IS A FLEXIBLE FORMATION THE SEAHAWKS CAN USE ON ANY DOWN AND ANY SITUATION. WITH THREE RECEIVERS ON THE FIELD, IT SPREADS THE DEFENSE THEM, ALLOWING BIG PLAYS FOR THE RUNNING BACK.

POWER I



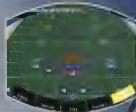
THE SEAHAWKS LIKE TO USE THE POWER I IN GATE LINE AND SHORT-YARDAGE SITUATIONS. THIS SET ALLOWS SEATTLE TO LINE UP WAITERS BEHIND TO BIG LEAD BLOCKERS. IF THE DEFENSE STUCKS AGAINST THE RUN, THE SEAHAWKS USE PLAY ACTION PASSES.

SPLIT



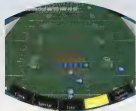
SPLIT IS THE BACK FORMATION FOR THE SEAHAWKS ON FIRST AND SECOND-DOWN. THEY HAVE THE ABILITY TO RUN AND THROW THE BALL OUT OF THIS FORMATION. THEY LIKE TO ESTABLISH THE RUN, THEN THROW THE BALL DOWNFIELD. THEY'VE SHOWN AN EFFECTIVE SCREEN PASS TO THE OUTSIDE.

SPLIT QUEENS



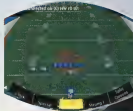
SPLIT QUEENS IS A PASSING FORMATION FOR SEATTLE. THIS POPULAR FORMATION ON SECOND AND THIRD-DOWN USES ALL FIVE RECEIVERS IN THE PATTERN TO SPREAD THE DEFENSE THEM.

STRONG I



THIS IS A POPULAR FORMATION FOR SEATTLE ON FIRST-DOWN. OUT OF THE STRONG I, THE SEAHAWKS PICK UP RUNNING THE FOOTBALL BEHIND THE TIGHT END AND FULLBACK. IF THE SEAHAWKS ARE ABLE TO ESTABLISH THE RUN, THE QUARTERBACK IS ACCIDENTALLY IN THE PLAY ACTION PASS.

TREY



THE SEAHAWKS USE TREY IN ANY DOWN OR SITUATION. THEY HAVE EQUAL SUCCESS RUNNING AND THROWING THE FOOTBALL OUT OF THIS SET. ON FIRST AND SECOND-DOWN, SEATTLE LIKES TO RUN. ON THIRD-DOWN, ALL THREE RECEIVERS AND THE TIGHT END ARE FEATURED IN THE PASSING ATTACK.

Seahawks

PITTSBURGH STEELERS

TEAM
INFO

Coach: Bill Cowher
Capacity: 59,600

Stadium: Pittsburgh Stadium
Surface: Astro Turf

BY THE NUMBERS

Offense ➤ 92

Defense ➤ 77

Overall ➤ 83

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	43-0 W	at Cleveland
Sept. 19	23-20 W	at Baltimore
Sept. 26	16-29 L	Seattle
Oct. 3	3-17 L	Jacksonville
Oct. 10	21-24 L	at Buffalo
Oct. 17	17-3 W	at Cincinnati
Oct. 25	13-9 W	Atlanta
Nov. 7	27-6 W	at San Francisco
Nov. 14	15-16 L	Cleveland
Nov. 21	10-16 L	at Tennessee
Nov. 28	20-27 L	Cincinnati
Dec. 2	6-20 L	at Jacksonville
Dec. 12	24-31 L	Baltimore
Dec. 18	19-35 L	at Kansas City
Dec. 26	30-20 W	Carolina
Jan. 2	34-47 L	Tennessee

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Baltimore
Sept. 10	Open Date
Sept. 17	at Cleveland
Sept. 24	Tennessee
Oct. 1	at Jacksonville
Oct. 8	at New York Jets
Oct. 15	Cincinnati
Oct. 22	Cleveland
Oct. 29	at Baltimore
Nov. 5	at Tennessee
Nov. 12	Philadelphia
Nov. 19	Jacksonville
Nov. 26	at Cincinnati
Dec. 3	Oakland
Dec. 10	at New York Giants
Dec. 16	Washington (Sat.)
Dec. 24	at San Diego

Playbook

LOAD GUN

Off-Tackle
 Off-Tackle
 Lead
 Isolation
 G Lead
 Flare Screen
 Slant
 QB Sneak
 Power Toss
 PA Out and Up
 PA Out

JUMBO I

PA Corner
 PA Boot Corner
 PA
 Isolation
 Slant
 QB Sneak
 Power Lead
 PA Under

I PAIR

Off-Tackle
 Lead
 Isolation
 G Lead
 Flare Screen
 Slant
 QB Sneak
 Power Toss
 PA Out and Up
 PA Out

I FORMATION

Lead
 Isolation
 Inside G Lead
 Cutback
 Comeback
 Power Lead
 PA Comeback
 PA Boot Hook
 Out and Up
 Outside G Lead
 Strong Lead
 QB Sneak

I QUEENS

Motion Lead
 Inside G Lead
 In
 Flot
 Comeback
 Slant
 Outside G Lead
 Out

DOUBLES TIGHT

Post
 PA Post
 PA In
 G Lead
 Corner
 Zone
 TE Trap
 Slant
 Screen

DOUBLE RIGHT SLANT

Out
 Inside Zone
 In
 Draw
 Comeback
 Slant
 Screen
 Post

TREY GUN

Fade
 Draw
 Drag
 Curl
 Comeback
 QB Draw
 Post
 Motion Slant
 Motion Fade
 In

Formations

1 QUEENS



THIS IS A VARIATION OF THE STEELERS' BASIC 1 FORMATION. THEY LIKE TO USE SOME OF THE SAME PLAYS AS THAT SET, BUT THEY TEND TO THROW THE BALL MORE OFTEN. THEY PREFER TO RUN THE RECEIVERS ON IN AND COMEBACK ROUTES WITH THE RUNNING BACKS STAYING IN TO PICK UP THE RUSH.

1 FORMATION



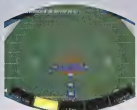
THE 1 FORMATION IS THE FAVORITE FIRST DOWN SET FOR THE STEELERS. THEY TRY TO RUN OUT OF THIS SET USING PULLING GUARDS AND THE FULLBACK TO PICK UP PARADE. LOOK FOR MOST OF THE KICKS TO COME BETWEEN THE TACKLES. MOST OF THE PASSES COME OFF A THREE-STEP DROP OR THE PLAY ACTION. THEY AREN'T AFRAID TO THROW THE BALL DOWNFIELD, AND THEIR FAVORITE PASSING ROUTES FOR THIS SET ARE IN'S AND HOOKS.

1 PAIR



THE STEELERS LIKE TO RUN THE BALL TO THE STRONG SIDE OF THE FORMATION (THE SIDE WITH TWO TIGHT ENDS) WHEN THEY PASS. IT'S EITHER A QUICK THREE-STEP DROP OR THE PLAY ACTION. PITTSBURGH LIKES TO USE THIS SET INSIDE THE 20-YARD LINE.

JUMBO I



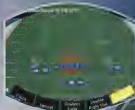
THE JUMBO I FORMATION IS USED IN THE SECOND HALF OF THE GAME. IT'S A VARIATION OF THE 1 FORMATION. THE STEELERS LIKE TO RUN THE BALL TO THE STRONG SIDE OF THE FORMATION (THE SIDE WITH TWO TIGHT ENDS) WHEN THEY PASS. IT'S EITHER A QUICK THREE-STEP DROP OR THE PLAY ACTION. PITTSBURGH LIKES TO USE THIS SET INSIDE THE 20-YARD LINE.

QUAD GUN



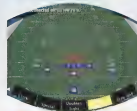
QUAD GUN IS THE FORMATION USED IN THE TWO-MINUTE DRILL. THE STEELERS TURN TO THIS FORMATION WHEN IN NEED OF A QUICK SCORE OR WHEN THEY ARE DRIVING AT THE END OF A HALF.

TREY GUN



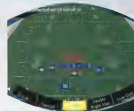
THIS IS THE THIRD AND LONG FORMATION FOR THE STEELERS. MOST OF THE ROUTES OUT OF THIS FORMATION ARE DESIGNED TO PICK UP YARDS IN CHUNKS BY TRYING FOR A BIG PLAY. MOST OF THE PASS ROUTES ARE SIMPLE.

DOUBLE RIGHT SLOT



THIS IS A VARIATION OF THE 1 FORMATION. THE STEELERS LIKE TO RUN THE BALL TO THE STRONG SIDE OF THE FORMATION (THE SIDE WITH TWO TIGHT ENDS) WHEN THEY PASS. IT'S EITHER A QUICK THREE-STEP DROP OR THE PLAY ACTION. PITTSBURGH LIKES TO USE THIS SET INSIDE THE 20-YARD LINE.

DOUBLE TIGHT



WHILE THIS IS A RUNNING FORMATION, PITTSBURGH TENDS TO PASS OUT OF THIS SET MORE OFTEN THAN MOST. USED IN THIRD AND SHORT SITUATIONS, THE OFFENSE TRIES TO HIT THE RECEIVERS QUICKLY—GETTING THEM RUN TO PICK UP THE FIRST DOWN. WHEN THE STEELERS DO RUN OUT OF THIS SET, THEY USUALLY LIKE TO STAY INSIDE.

NFL
2K1

TENNESSEE TITANS

TEAM **Coach:** Jeff Fisher
Capacity: 67,000

Stadium: Tennessee Stadium
Surface: Grass

BY THE NUMBERS

Offense ➡ 92

Defense ➡ 83

Overall ➡ 89

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 13	36-23 W	Tennessee
Sept. 19	26-17 W	Tennessee
Sept. 26	29-29 W	at Indianapolis
Oct. 3	20-14 L	at San Francisco
Oct. 10	34-20 W	Jacksonville
Oct. 17	30-27 W	at New Orleans
Oct. 24	20-21 W	at Seattle
Nov. 7	3-17 L	at Miami
Nov. 14	30-18 W	at Tennessee
Nov. 21	34-18 W	Pittsburgh
Nov. 28	29-27 W	at Cleveland
Dec. 5	34-40 L	at Baltimore
Dec. 12	20-18 W	Cleveland
Dec. 19	38-12 W	Atlanta
Dec. 26	43-18 W	Jacksonville
Jan. 2	42-24 W	at Pittsburgh

2000 SCHEDULE

DATE	OPPONENT
Sept. 10	at Baltimore
Sept. 17	Atlanta
Sept. 24	at Oakland
Oct. 1	at Pittsburgh
Oct. 8	New York Giants
Oct. 15	at Cleveland
Oct. 22	Jacksonville (Week 1)
Oct. 29	at Baltimore
Nov. 5	at Washington (Week 1)
Nov. 12	Pittsburgh
Nov. 19	Baltimore
Nov. 26	Cleveland
Dec. 3	at Jacksonville
Dec. 10	at Philadelphia
Dec. 17	Cleveland
Dec. 24	at Cleveland
Jan. 7	at Dallas (Week 1)

Playbook

ACE Y OFF

Wide Zone
Flare
Counter
Counterback
Slant
PA Verticals
PA Draw
PA Boot Flat
Outside Zone
Zone Curback
Pass

DOUBLE RIGHT SLOT

QB Draw
PA Wheel
Flare
Loop Curbs
Counter
Zone
Screen

STRONG I TWINS

Motion Isolation
Isolation
Flare
Curl
Counter
PA Boot Flat
Outside Zone
Motion PA Corner
Motion PA Boot Out
Motion Lead Draw
Slant
PA Verticals

WEAK I

Motion Lead Draw
Motion FB Counter
Isolation
Flare Flicker
Curl
PA Verticals
PA Boot Flat
Motion Zone Curback
Motion PA Dig
Motion PA Boot Vertical
Zone
Slant

TREY

PA Boot Strong
PA Boot Cross
Hitch
Draw
Cross
Zone
Under
Trap
QB Draw
PA Post
Zone Curback

TRIPLE NEAR

PA Curl-Flat
PA Boot Cross
Outside Zone
Draw
Counter
Zone Curback
Shovel Pass

QUAD GUN

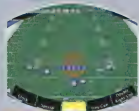
Trap
QB Draw
PA Flare
Middle Screen
Draw
Wheel
Vertical

TREY GUN

Screen
QB Draw
Post
Out
Cross
Verticals
Trap
Slant

Formations

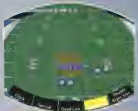
QUAD GUN



THE QUAD GUN FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

BACK AND THE QB WHEN HE SCRAMBLES.

TREY GUN



THE TREY GUN FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

THEY ROUTES AND INS. TENNESSEE RUNS A GOOD COMBINATION OF DEEP PASSES AND SHORT CONTROL ROUTES.

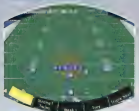
DOUBLE RIGHT SLOT



THE DOUBLE RIGHT SLOT FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

PASSING GAME.

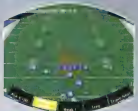
ACE Y OFF



THE ACE Y OFF FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

OFFENSE AND DEFENSE. THE TITANS RUN A GOOD COMBINATION OF DEEP PASSES AND SHORT CONTROL ROUTES.

STRONG I TWINS



THE STRONG I TWINS FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

HANDLES WHEN THE DEFENSE IS EXPECTING THE RUN.

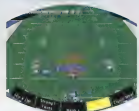
WEAK I



THE WEAK I FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

FOR A QB RUN.

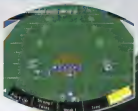
TREY



THE TREY FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

THROUGH THE BALL SUCCESSFULLY.

TRIPLE NAR



THE TRIPLE NAR FORMATION IS A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE. IT'S A GOOD CHOICE FOR THE TITANS WHEN THEY WANT TO RUN THE BALL AND ARE NOT CONCERNED ABOUT THE DEFENSE'S PRESSURE.

THEIR RUNNING GAME ALLOWS THEM TO WIN THE PLAYACTION PASS.

MINNESOTA VIKINGS

TEAM Coach: Dennis Green Stadium: Hubert H. Humphrey Metrodome
INFO Capacity: 66,944 Surface: Grass

BY THE NUMBERS

Offense 89

Defens 83

Overall   **85**

1999 SEASON WRAP UP

DATE	SCORE	OPPONENT
Sept. 12	17-14 W	at Atlanta
Sept. 19	17-22 L	Oakland
Sept. 26	20-23 L	at Green Bay
Oct. 3	21-14 W	Tampa Bay
Oct. 10	22-24 L	Chicago
Oct. 17	23-25 L	at Detroit
Oct. 24	40-16 W	San Francisco
Oct. 31	23-20 W	at Denver
Nov. 8	27-17 W	Dallas
Nov. 14	27-24 W	at Chicago
Nov. 28	35-27 W	San Diego
Dec. 6	17-24 L	at Tampa Bay
Dec. 12	28-31 L	at Kansas City
Dec. 20	24-20 W	Green Bay
Dec. 26	34-17 W	at New York Giants
Jan. 2	24-17 W	Detroit

2000 SCHEDULE

DATE	OPPONENT
Sept. 3	Chicago
Sept. 10	Miami
Sept. 17	at New England
Sept. 24	Open Date
Oct. 1	at Detroit
Oct. 9	Tampa Bay (Mon.)
Oct. 15	at Chicago
Oct. 22	Buffalo
Oct. 29	at Tampa Bay
Nov. 6	at Green Bay (Mon.)
Nov. 12	Arizona
Nov. 19	Carolina
Nov. 25	at Dallas (Thurs.)
Nov. 30	Detroit (Thurs.)
Dec. 10	at St. Louis
Dec. 17	Green Bay
Dec. 24	at Indianapolis

Playbook

WINGS: TIGHT

Marine Zone
Marine Level
...
Low Tide
High Tide
Tide

VIKINGS I (CONT.)

Weak Dive
Streaks
Slant
Quick Draw
PA Post
Weak Screen

SPLIT QUEENS

- Inside Out
- Flare
- FB Dive
- Fade
- Cross Zone
- Slant
- Post Corner
- Outs

SPLIT GUN

Get and Up
Get
In
Curl
Corner
Stretch
Post Corner
Post

TRIPS GUN

- Inside Out
- Flare
- Fade
- Drag
- Comebacks
- Stretch
- Slip Screen
- Post

I QUEENS

- Post
- Motion Vertical
- Motion Under
- Motion Lead
- Isolation
- Zone
- Power Lead

ACE

Hitch
G Lead
Dive
Cutback
Counter
PA Post
Outside Zone
Motion Under
Motion Flat
Inside Zone

ACE (CONT.)

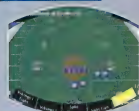
Under
Slants
Quick Hitch

TREY

- Fade
- Cutback
- Curls
- Corner
- Clear Out
- Outs
- Inside Out
- Hitch
- G Lead
- Get Away
- Zone
- Posts

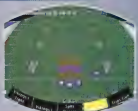
Formations

TRIPS GUN



THIS IS THE FORMATION OF CHOICE IN THE VIKINGS' TWO-MINUTE DRILL. A LOT OF PICK, CROSSING, AND DEEP ROUTES ARE POPULAR FROM THIS SET. THEY ALSO LIKE TO RUN THE OCCASIONAL SCREEN TO THE WIDE RECEIVER WHEN THE DEFENSE IS PLAYING OFF OF THE BALL.

SPLIT GUN



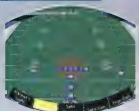
SPLIT GUN IS A FORMATION USED IN LONG-YARDAGE SITUATIONS BY THE VIKINGS. THEY RUN A LOT OF HBS, CUTS, AND POST ROUTES. ONE RECEIVER IS ALWAYS RUNNING THE DEEP FLY PATTERN, AND THE VIKINGS LIKE TO GO TO THAT RECEIVER FOR THE QUICK SCORE.

SPLIT QUEENS



SPLIT QUEENS IS A BASIC PASSING FORMATION FOR THE VIKINGS. MINNESOTA USES A LOT OF INS AND CUTS OUT OF THIS SET. BOTH BACKS ARE USUALLY IN THE PASS PATTERN, EITHER FLANKING OR CURLING. WHEN THE VIKINGS RUN, THEY LIKE TO RUN THE COUNTER OUT OF THIS FORMATION.

VIKINGS I



THE I FORMATION IS MINNESOTA'S FAVORITE SET. THE RUNNING PLAYS ARE FOCUSED TOWARD THE MIDDLE OF THE DEFENSE. THESE RUNNING PLAYS SET THE DEFENSE UP FOR THE DEEP PLAY-ACTION PASS. BOTH THE PACE AND THE POST PATTERNS ARE COMMON OUT OF THE PLAY ACTION. THE VIKINGS LIKE TO GAIN A LOT OF YARDS IN EACH PLAY.

VIKINGS I TIGHT



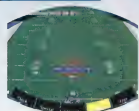
I TIGHT IS THE GOAL LINE AND SHORT YARDAGE FORMATION FOR THE VIKINGS. THE FORMATION IS DESIGNED TO OVERPOWER THE DEFENSE AND OPEN UP THE MIDDLE FOR THE GRINDING ATTACK. WHEN THE VIKINGS GO PASS IT'S USUALLY ONLY THE RECEIVER GOING OUT AS THE REST OF THE PLAYERS BLOCK.

TREY



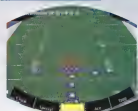
THE VIKINGS LIKE A BALANCED APPROACH FROM THIS FORMATION. THEY USE AN ASSORTMENT OF RUNS, BUT THEIR FAVORITE SEEMS TO BE THE ZONE RUN. THE PASSING GAME ISN'T AS OPEN AS YOU WOULD THINK, STICKING TO A CONSERVATIVE MIX OF CUTS, CURLS, AND POSTS.

ACE



ACE IS A BALANCED FORMATION FOR THE VIKINGS. WHEN RUNNING, THEY AVOID THE MIDDLE AT ALL COSTS, CHOOSING TO RUN OFF TACKLE OR OFF THE TIGHT END. THEY ALSO USE A LOT OF ZONE BLOCKING OUT OF THIS FORMATION. THE PASSING GAME USES A LOT OF THREE-STEP DROPS IN COMBINATION WITH THE SLANT AND CUT ROUTES. OUT OF THE PLAY ACTION, MINNESOTA LIKE TO RUN A DEEP ROUTE AND GO FOR THE BIG GAIN.

QUEENS



JUST LIKE THE REGULAR I, HERE THE VIKINGS LIKE TO POUND THE BALL BETWEEN THE TACKLES. THE RECEIVERS HELP THE RUN BY SPREADING OUT THE DEFENSE AND OPENING UP THE MIDDLE. MOST OF THE AIR ATTACK COMES OFF THREE- AND FIVE-STEP DROPS WITH ONE RUNNING BACK RELEASING INTO THE PATTERNS. LOOK FOR THE RECEIVERS TO RUN A GOOD ASSORTMENT OF CUTS AND COMEBACK ROUTES.

SEGA™ SPORTS™ NFL 2K1

TEAM ROSTERS

49ers

#	Name	Position	Rating
67	Debraus, Chris	C	84
68	Lynd, Ben	C	52
31	Barnett, Jack	DE	14
44	Kali, John	DE	43
35	McDonald, James	DE	14
24	Montgomery, Maury	DE	48
16	Parlier, Anthony	DE	48
27	Plummer, Alford	DE	78
23	Prokes, Plesco	DE	73
28	Schobert, Louca	DE	68
28	Webster, Jason	DE	75
94	Brown, Jonathan	DE	54
90	Bryant, Jander	DE	82
91	Engelberg, John	DE	80
95	Miles, John	DE	68
96	Perry, Jeff	DE	63
97	McNee, Reggie	DE	54
93	Riddle, David	DE	77
97	Young, Bryant	DE	88
65	Brown, Ray	G	14
62	Henderson, Jeremy	G	37
64	Ondrejka, Phil	G	82
7	Riley, Wade	H	84
57	Kirk, Randy	LB	47
51	Merton Jr., Lee	LB	58
52	Peterson, Jukka	LB	73
53	Isles, Walford	LB	79
53	Ullrich, Jeff	LB	72
54	Wesley, Joe	LB	58
4	Stanley, Orel	P	62
6	Gonzalez, Cleveland	QB	65
5	Gordie, Jeff	QB	76
3	Mist, Rick	QB	61
9	Riley, Tim	QB	52
40	Bentley, Fred	RB	61
25	Gomez, Charlie	RB	78
20	Harris, Harrison	RB	74
22	Jackson, Terry	RB	73
32	Jones, Travis	RB	69
41	Smith, Paul	RB	60
46	Jones, Patrick	T	36
74	Fiori, Dino	T	79
66	Hogan, Tyson	T	74
76	Willing, Matt	T	58
65	Clark, Greg	TE	80
66	Jennings, Brian	TE	59
88	Harris, Mark	WR	71
81	Owen, Terrell	WR	92
87	Rice, Jerry	WR	80
83	Shack, J.J.	WR	83
89	Stevens, Ted	WR	65

Bears

#	Name	Position	Rating
57	Kristic, Eric	C	82
60	Wheganen, Casey	C	69
23	Azizbakh, Jerry	DE	39
38	Brown, Mike	DE	69
31	Cassidy, Jerry	DE	74
39	Green, Michael	DE	67
27	Harris, Mark	DE	81
40	McClay, Ray	DE	66
26	McDonner, R.M.	DE	79
37	Parrott, Tony	DE	75
29	Smith, Frankie	DE	65
28	Smith, Thomas	DE	71
35	Taylor, Carlel	DE	66
35	Williams, John	DE	60
22	Wooden, Shawn	DE	68
93	Dawak, Phillip	DE	67
95	Davis, Russell	DE	75
98	Robinson, Bryant	DE	69
96	Tammone, Clyde	DE	75
90	Ward, Van	DE	61
20	Anderson, Ken	DE	61
99	Flanigan, Jim	DE	80
97	Wells, Mike	DE	81
75	Perry, Todd	G	77
64	Rezac, Ken	G	58
58	Villanori, Chris	G	75
50	Robles, David	K	82
59	Calvin, Roswell	LB	55
56	Carson, James	LB	82
55	Harris, Sean	LB	76
53	Holdness, Wendell	LB	67
50	Lyons, Dennis	LB	64
62	Minter, Barry	LB	79
54	Brinkley, Brian	LB	80
44	Langley, Aaron	LB	62
8	McDuffee, Cade	QB	78
15	Miller, Jim	QB	64
30	Allen, James	QB	64
34	Alford, John	QB	76
44	Edis, Curtis	QB	79
49	Hollock, Jr.	QB	63
34	Millard, Glyn	QB	73
34	Murphy, Frank	QB	86
74	Brockmeyer, Blake	T	76
65	Mosley, Patrick	T	59
71	Williams, James O.	T	89
85	Meyer, Spencer	T	71
89	Wright, Ryan	T	72
87	Rates, D'Wayne	WR	77
83	Brooks, Muzzy	WR	76
81	Engman, Bobby	WR	85
82	Kennison, Eddie	WR	90
82	Robinson, Marice	WR	91
80	White, Don	WR	77

Bengals

#	Name	Position	Rating
74	Brubaker, Rick	C	72
62	Evans, Brad	C	54
23	Brown, Robert	DE	63
21	Carter, Jon	DE	74
25	Fisher, Charles	DE	76
26	Hill, Cory	DE	70
27	Hendricks, Arnel	DE	75
27	Heath, Rodney	DE	64
34	Moak, Kenneth	DE	71
31	Myers, Greg	DE	76
38	Ross, Mark	DE	74
33	Williams, Darryl	DE	84
42	Wright, Lawrence	DE	66
90	Banks, Michael	DE	85
96	Bowling, Douglas	DE	72
92	Copeland, John	DE	67
94	Langford, James	DE	64
93	Bonaldi, Tom	DE	77
97	Edwards, Oliver	DE	67
97	Perrin, Andrew	DE	64
23	Dunkerton, Brian	G	90
63	Garf, Mike	G	76
72	O'Dwyer, Matt	G	83
9	Pellney, Doug	G	75
98	Curtis, Cassius	LB	60
95	Foley, Steve	LB	64
91	Greenville, Billy	LB	62
57	Rice, Adrian	LB	64
56	Stennerson, Brian	LB	78
51	Spikes, James	LB	83
4	Conrad, Brad	P	60
4	Conrad, Scott	QB	54
11	Smith, Kirk	QB	68
35	Brownlight, Michael	QB	68
28	Dillon, Corey	QB	85
46	Grady, Cliff	QB	59
40	Hansen, Curtis	QB	72
28	Shaw, Seelick	QB	66
50	Holmes, Nick	QB	75
71	Anderson, Mike	T	75
68	Jones, Rod	T	61
78	Walsh, Scott	T	73
75	Stephens, James	T	72
88	Perry, Steve	TE	61
82	McGee, Tony	TE	63
16	St. Louis, Brad	TE	62
85	Dugan, Ron	WR	67
87	Griffin, Deane	WR	64
17	Hudson, James	WR	71
81	Pickens, Carl	WR	91
86	Scott, Denney	WR	89
80	Shaw, Peter	WR	88
54	Vent, Craig	WR	65

Bills

#	Name	Position	Rating
92	Cassidy, Bill	C	59
40	Oshiro, Jerry	C	89
29	Carpenter, Ken	DE	76
43	Colburn, Gary	DE	61
25	Green, Shaveron	DE	73
27	Ivins, Ken	DE	74
20	Jones, Henry	DE	77
27	Porter, Daryl	DE	61
28	Williams, Thomas	DE	64
26	Winkfield, Antoine	DE	79
94	Flowers, Erik	DE	76
90	Hosain, Phil	DE	80
91	Ylin, Shawa	DE	66
75	Wiley, Marcelus	DE	69
95	Larson, Lail	DE	62
92	Washington, Ted	DE	83
93	Williams, Pat	DE	68
76	Albright, Ethan	G	66
64	Albright, Victor	G	45
99	Brown, Robert	G	98
72	Pratt, Joe	G	87
2	Christie, Steve	K	80
56	Lawson, Sam	LB	83
51	Carroll, Joe	LB	61
55	Forsman, Jay	LB	67
57	Holwick, John	LB	2
96	Moss, Gary	LB	65
93	Nawara, Keith	LB	66
97	Park, DeShawn	LB	82
99	Rogers, Sam	LB	81
9	Mole, Chris	P	77
7	Flair, Doug	QB	83
11	Johnson, Phil	QB	80
38	Bryson, Shawn	QB	68
31	Gardner, Lawrence	QB	59
25	Latimer, Jonathan	QB	68
34	Morris, Jeremy	QB	70
23	Smith, Antwan	QB	77
20	Finn, John	T	85
77	Kirk, Robert	T	79
74	Bois, Joseph	T	78
84	Collins, Bobby	TE	59
84	Jackson, Sheldon	TE	64
85	Kummerow, Jay	TE	90
86	Black, Arlen	WR	63
82	Paired, Drew	WR	60
83	Musick, Eric	WR	91
81	Price, Paulsen	WR	77

PRIMA'S OFFICIAL STRATEGY GUIDE

Broncos

#	Name	Position	Rating
40	Jones, K.C.	C	70
45	Ends, Tom	C	88
28	Brown, Eric	QB	75
37	Buckley, Terrell	QB	80
48	Goffin, George	QB	73
29	Crackel, Ray	QB	84
32	Jenkins, Billy	QB	75
28	Kennedy, Randy	QB	67
24	O'Hall, Dublin	QB	83
31	Forrest, Quincy	QB	72
33	Spence, Jimmy	QB	73
21	Wotton, Chris	QB	69
92	Archambault, Lester	DE	82
94	Hauselbach, Harold	DE	65
95	Pittman, Kevin	DE	73
98	Townsend, Alan	DE	82
25	Johnson, Jerry	DE	67
87	Ludvik, Mike	DE	64
93	Pyper, Trevor	DE	83
94	Taylor, Keith	DE	68
79	Banks, Chris	G	80
61	Carls, Casper	G	68
83	Bass-Infante, David	G	78
62	Nel, Dan	G	91
69	Schleifer, Mark	G	96
1	Ellen, James	K	91
59	Cadotte, Glenn	LB	83
52	Goff, Lou	LB	65
55	Jones, Chris	LB	64
54	McDonald, Ricardo	LB	74
51	Neuhoff, John	LB	83
53	Rosenowick, Bill	LB	81
52	Wynne, Nate	LB	89
56	Wilson, Al	LB	73
16	Reese, Lou	P	82
11	Spence, Gus	QB	72
14	Greene, Brian	QB	82
6	Jackson, James	QB	51
30	Dein, Terrell	RB	83
29	Giffin, Howard	RB	72
37	Quinn, Anthony	RB	64
42	Smith, Dennis	RB	61
77	Jones, Tony	T	87
78	Lynne, Matt	T	74
70	Truong, Troy	T	77
89	Corwell, Dwayne	TE	73
84	Chamberlain, Byron	TE	68
19	Cole, Chris	WR	66
83	Dawson, Chris	WR	74
87	McCarthy, Ed	WR	94
82	McGill, Travis	WR	55
82	Miller, Billy	WR	64
81	Blair, Andre	WR	85
80	Smith, Rod	WR	92

Browns

#	Name	Position	Rating
45	Bassett, Joe	C	64
44	Wolfebaugh, Dave	C	86
29	Barnes, Rashid	QB	65
28	Chapman, Lamar	QB	67
43	Elsworth, Percy	QB	92
24	Falls, Corey	QB	77
31	Jackson, Raymond	QB	72
20	Little, Earl	QB	70
33	McCartoon, Deylon	QB	68
27	McFay, Tim	QB	70
26	Sanders, Lewis	QB	82
21	Smith, Marquise	QB	71
87	Brown, Courtney	DE	85
92	Brown, Eric	DE	57
93	Calcutt, Stefan	DE	66
99	Ray, Dwayne	DE	74
84	Alexander, Derrick L.	DE	74
73	Holland, David	DE	69
81	Sparks, Marcus	DE	67
94	Thompson, Mike	DE	60
63	Barlett, Brad	G	78
41	Griffin, Everett	G	71
71	Pyper, Tim	G	82
68	Rahman, Chris	G	89
79	Savage, Monroe	G	63
74	Zabarsky, Steve	G	68
4	Bessner, Phil	K	89
55	Abdullah, Rahim	LB	78
51	Jones, Larry	LB	63
50	McCabe, Tony	LB	78
90	McKenna, Keith	LB	65
95	Haley, Louis	LB	87
53	Alcorn, Marty	LB	62
59	Ogle, Randall	LB	61
58	Raines, Walt	LB	62
17	Gordard, Chris	P	88
2	Smith, Tim	QB	96
11	Ottens, Ty	QB	72
12	Wynn, Stephen	QB	51
44	Edwards, Matt	RB	68
42	Kirby, Barry	RB	75
30	Prattice, Travis	RB	71
25	Khatt, Eric	RB	67
46	Sole, Jack	RB	34
41	Shaw, Aaron	RB	64
77	Brown, Orlando	T	72
46	McDermott, Jeremy	T	57
73	Olson, Roman	T	68
83	Gangloff, Mark	TE	52
84	Chavert, Doris	WR	67
87	Dawson, Jackson	WR	68
19	Dane, Damon	WR	63
85	Johnson, David	WR	98
81	Northcutt, Dennis	WR	72

Buccaneers

#	Name	Position	Rating
42	Christy, Jeff	C	100
75	Washington, Todd	C	90
31	Marshall, Dennis	QB	79
30	Barker, Rande	QB	80
46	Edman, David	QB	64
25	Kelly, Brian	QB	75
47	Lynch, John	QB	86
34	Robinson, Damien	QB	79
30	Smith, Shavie	QB	76
31	Young, Floyd	QB	72
72	Alonzo, Chad	DE	80
57	Jackson, Tyke	DE	63
78	Jones, Marcus	DE	71
95	McLaughlin, John	DE	65
64	White, Steve	DE	66
77	Cabage, Brad	DE	81
82	McIntire, Anthony	DE	79
99	Sapp, Warren	DE	94
60	Coleman, Gary	G	89
64	McDonald, Randall	G	99
23	McIntire, Frank	G	84
7	Escandell, Martin	K	85
35	Banks, Derrick	LB	80
59	Duncan, Jamie	LB	66
50	Good, Bill	LB	70
53	Garvin, Shalan	LB	64
51	Stingler, Mohammed	LB	66
83	Stuckey, Shawn	LB	59
89	Tobias, Glenn	LB	62
52	Wester, Nate	LB	62
3	Reynolds, Mark	P	95
14	Bamford, Joe	QB	59
10	Gray, Steve	QB	79
15	Zaw, Eric	QB	51
27	McDonald, Robb	RB	57
40	Alford, Mike	RB	77
28	Brown, Warwick	RB	79
37	Ellison, Jerry	RB	58
48	Kim, Jim	RB	56
44	McLain, Kevin	RB	50
79	Hughes, George	T	63
70	Olson, Jason	T	73
67	Pharris, Phil	T	76
71	Wunsch, Jerry	T	64
87	Loft, Henry	TE	60
83	Alcorn, Dave	TE	75
80	Parrott, Levitt	TE	61
87	Whelan, James	TE	72
85	Ambush, Richard	WR	82
81	Gray, Jacques	WR	81
19	Johnson, Raymond	WR	106
44	McDonald, Duane	WR	63
88	Myrtle, Joe	WR	65
84	Williams, Karl	WR	65

Cardinals

#	Name	Position	Rating
42	Dein, Mike	C	57
61	Orthoborne, Mike	C	48
21	Barnett, David	QB	68
25	Chavara, Gary	QB	80
46	Johnson, Paul	QB	89
22	Knight, Tom	QB	74
42	Leschke, Kenneth	QB	84
44	McClary, J.J.	QB	63
40	Tillman, Pat	QB	66
35	Williams, James	QB	95
60	Barker, Tom	DE	76
95	Orby, Brad	DE	80
97	Rice, Steven	DE	96
90	Wolfebaugh, David	DE	83
92	Wolke, David	DE	65
94	Lee, Jerald	DE	63
63	McGill, Jerry	DE	76
82	Smith, Mark	DE	84
91	Swinger, Richard	DE	73
99	Yee, Mac	DE	67
87	Deberry, Chris	G	88
71	Holmes, Lester	G	75
73	Jones, Matt	G	61
19	Blenchard, Cary	K	64
58	Folstein, James	LB	67
59	Fredrickson, Rob	LB	80
53	McKenna, Mark	LB	65
57	McKenna, Ronald	LB	82
51	Phillips, Johnny	LB	68
50	Sonylko, Sabos	LB	58
55	Thompson, Raymond	LB	67
16	Payne, Scott	P	67
17	Brown, Dave	QB	54
15	Grayson, Chris	QB	54
14	Pharris, John	QB	84
24	Bates, Mario	RB	60
26	Jones, Thomas	RB	79
34	McKenna, Joel	RB	70
39	McClary, Dennis	RB	63
32	Pittman, Michael	RB	67
75	Clark, Jim	T	68
65	Clement, Anthony	T	79
76	Davidson-Gardner, Robert T.	T	68
70	Shelton, L.J.	T	74
84	Brown, Derek	TE	60
84	Geachy, Chris	TE	65
80	Hardy, Terry	TE	58
86	Jenkins, Troy	TE	51
88	Jacobs, Jay	TE	74
89	Barton, David	WR	81
82	Cody, Mac	WR	78
82	McLaughlin, Andy	WR	58
85	Moore, Rob	WR	91
81	Sanders, Frank	WR	98

TEAM ROSTERS

SEGA™ SPORTS™ NFL 2K1

Chargers

#	Name	Position	Rating
67	Farris, Roman	C	74
64	Jones, Kordell	C	73
39	McNeill, Rogers	QB	69
34	Brown, Fickile	QB	64
23	Borley, Tony	QB	60
28	Dumas, Mike	QB	71
37	Harmon, Rodney	QB	61
42	Jackson, Greg	QB	60
32	Jenkins, Dallas	QB	66
26	Leahy, Darrell	QB	60
31	Perry, Jason	QB	66
25	Rick, Reggie	QB	64
36	Ryan, Eric	QB	71
28	Whelan, Dennis	QB	59
33	Cornett, Lawrence	QB	21
55	Faulstich, Al	QB	70
99	Johnson, Raylon	QB	25
68	McIntyre, Mike	QB	64
37	Pennington, John	QB	71
76	Williams, Jamal	QB	67
66	Wynn, Kevin	QB	69
71	Edwards, Dwayne	QB	67
63	Thomas, Jason	QB	70
3	Conner, John	QB	79
51	Dixon, Gerald	QB	78
53	Harrison, Michael	QB	62
52	Harvey, Richard	QB	78
54	Hill, Eric	QB	74
56	Ruff, Orlando	QB	64
55	Seaw, Junior	QB	69
57	Taylor, Skyeann	QB	64
2	Bennett, Dennis	P	95
4	Hardaway, Ben	P	64
12	Kramer, Eric	P	68
16	Levy, Brent	P	68
8	Seiler, Joshua	P	68
43	Byrnes, Kerry	P	66
59	Cheney, Robert	P	63
55	Fernandez, Jeremiah	P	73
43	Hatchers, Terrell	P	62
33	Harris, Dennis	P	61
62	Colaneri, Ben	P	66
48	McIntyre, Dennis	P	76
70	Parke, Vaughn	T	78
48	Patton, Joe	T	78
58	Rice, David	T	55
63	Hodges, Steve	T	76
83	James, Freddie	T	66
30	Conner, Curtis	WR	61
89	Gaylor, Trevor	WR	68
91	Graham, Jeff	WR	60
82	James, Charles	WR	72
10	Ricks, Michael	WR	64
57	Williams, Stephen	WR	56

Chiefs

#	Name	Position	Rating
38	Graham, James	C	75
61	Graham, Tim	C	100
65	Smith, Jeff	C	61
35	Adkins, Larry	QB	69
38	Borley, Tony	QB	75
26	Dickman, Chris	QB	67
53	Gray, Carlisle	QB	72
40	Hasty, James	QB	69
57	Wolke, Brock	QB	68
44	Warfield, Eric	QB	70
43	Wesley, Greg	QB	67
31	Woods, Jerome	QB	65
54	Graham, Duane	QB	72
59	Hicks, Eric	QB	64
91	O'Neal, Leslie	QB	74
77	Williams, Lawrence	QB	58
99	Morris, Steve	QB	64
75	McGlothin, Chester	QB	79
55	Russell, Derrick	QB	62
92	Williams, Don	QB	61
67	Blackshaw, Jeff	QB	75
68	Shields, Will	QB	57
67	Steele, Brandon	QB	56
79	Saunders, David	QB	57
64	Tamm, Ralph	QB	57
18	Stoyanovich, Pete	K	76
54	Rice, Lewis	LB	67
59	Edwards, Dennis	LB	68
55	George, Ron	LB	68
33	Mosley, Greg	LB	68
2	Gaffney, Rick	P	68
15	Seaworth, Todd	P	69
15	Collier, Todd S.	QB	54
18	Grice, Eric	QB	66
1	Moss, Vernon	QB	68
38	Anders, Kevin	QB	72
54	Good, Adam	QB	74
41	Hall, Duane	QB	70
62	Marino, Frank	QB	62
49	Richardson, Tony	QB	66
72	Shaw, Richard	QB	66
48	Alford, Darrell	T	79
66	Riley, Victor	T	81
70	Spears, Marcus	T	62
76	Tate, John	T	88
84	Drayton, Troy	T	79
80	Gustafson, Tony	T	93
82	Alexander, Derrick S.	WR	85
87	Kirchling, Desmond	WR	63
91	Lockard, Kevin	WR	72
82	Morris, Sylvester	WR	78
89	Ryan, Andre	WR	83

Colts

#	Name	Position	Rating
56	Moore, Larry	C	62
47	Aspin, Billy	QB	61
24	Belue, Jason	QB	71
26	Blavin, Tony	QB	73
23	Brady, Rodgers	QB	63
20	Barris, Jeff	QB	66
32	Cato, Chad	QB	86
27	MacKlin, David	QB	71
21	Maradei, Paul	QB	68
38	Paul, Tyrone	QB	83
93	Reardon, Chad	QB	83
36	King, Shawn	QB	67
95	Schell, Brad	QB	64
97	Whittington, Bernard	QB	64
64	Cheney, Larry	QB	70
79	Holby, Bernard	QB	62
62	Johnson, Ellis	QB	88
91	Whelan, Chad	QB	55
94	Ryan, Rob	QB	55
96	Williams, Josh	QB	59
58	Devi, Joel	QB	58
74	Jackson, Mervyn	QB	62
70	Johnson, Matt	QB	64
76	McKinney, Steve	QB	63
7	Kight, Danny	K	41
12	Vandergriff, Mike	K	80
87	Bennett, Caroleen	LB	81
53	Brady, Jeff	LB	75
51	Morris, Bob	LB	73
52	Peterson, Mike	LB	75
54	Silvers, Nate	LB	65
55	Thames, Randall	LB	64
55	Washington, Marcus	LB	64
17	Smith, Hunter	P	47
8	Seaworth, Pete	QB	59
13	Robards, Kelly	QB	51
10	McIntyre, Peyton	QB	81
33	Abdel-Jabbar, Karim	QB	67
27	Finn, James	QB	80
22	James, Edgardo	QB	85
39	Shields, Paul	QB	53
78	Glen, Jack	T	95
73	Moskowitz, Adam	T	82
71	Wilson, Jamie	T	58
83	Boone, Brad	T	61
85	Dilley, Ben	T	86
61	Fullard, Marcus	T	71
84	Conner, E.E.	WR	72
89	Hall, Dennis	WR	88
88	Harris, Marvin	WR	97
15	James, Tony	WR	60
55	Perkins, Jerome	WR	79
14	Pharmen, Chad	WR	63
82	Wilkins, Lawrence	WR	62

Cowboys

#	Name	Position	Rating
33	Stephens, Mark	C	96
32	Edwards, Mario	QB	73
24	Goodrich, Dwayne	QB	63
25	Laurin, Karan	QB	67
47	McNeil, Ryan	QB	78
37	Making, Sergio	QB	65
43	Kane, Paul	QB	74
26	Smith, Kevin	QB	75
31	Tanaka, George	QB	88
18	Whelan, Kenny	QB	66
25	Williams, Charles	QB	67
78	Whelan, Charles	QB	68
56	Whelan, Charles	QB	78
98	Ellis, Greg	QB	74
91	Underwood, Darrin	QB	83
93	Zulawski, Papi	QB	66
95	Harrison, Chad	QB	73
78	Lee, Leon	QB	88
94	Myers, Michael	QB	67
90	Spillman, Kansas	QB	74
72	Allen, Larry	QB	59
64	Dice, Jorge	QB	86
77	Pugh, Salomon	QB	83
3	Harvey, Eddie	K	58
56	Harmon, Chris	LB	68
58	Decker, Joe	LB	81
52	Cookley, Decker	LB	85
55	Grant, Dwayne	LB	60
59	Mojay, Det	LB	68
50	Holbert, Brandon	LB	62
54	Marshall, Benson	LB	61
9	Carroll, Barry	P	67
8	Adams, Tony	QB	89
7	Cunningham, Ronald	QB	77
10	Justin, Paul	QB	59
22	Smith, Ernest	QB	81
44	Thomas, Robert	QB	84
47	Warren, Chris	QB	67
52	Wiley, Michael	QB	68
76	Adams, Powell	T	89
70	Holmes, Dale	T	85
66	Hutton, Tony	T	72
79	Williams, Eric	T	87
88	Harris, Jackie	T	75
99	Lafford, David	T	83
85	Lucky, Mike	T	74
66	Bodie, Brian	T	61
19	Brenzel, Chris	WR	65
84	Galloway, Jay	WR	93
81	James, Ray	WR	89
83	McIntyre, James	WR	57
82	McKnight, Verna	WR	67
89	Spiller, Jeff	WR	67
87	Tucker, Jason	WR	65

Dolphins

#	Name	Position	Rating
1	Bailey, Ben	C	76
2	Baughman, Gray	C	67
3	Freeman, Arthur	QB	65
32	Harris, Jeff	QB	67
38	Hill, Ray	QB	67
35	Jeffries, Greg	QB	61
22	Kelly, Ben	QB	65
29	Molcan, Sam	QB	86
31	Morlan, David	QB	85
38	Shaw, Terrance	QB	77
3	Sexton, Patrick	QB	73
45	Walker, Brian	QB	76
24	Wilson, Jerry	QB	70
33	Arnsperg, Tracy	QB	78
51	Brumfield, Lorenzo	QB	70
56	Quinn, Rich	QB	70
59	Traylor, Isaac	QB	83
65	Brown, Tim	QB	82
32	Barndollar, David	QB	78
37	Grant, Ernest	QB	57
64	Haley, Jonathan	QB	66
60	Boek, John	G	58
63	Wright, Mark	G	77
64	Irvine, Heath	G	68
10	Mann, Orlando	K	83
58	Gelston, Scott	LB	65
53	Lox, Larry	LB	67
52	Jones, Robert	LB	81
59	Radgins, David	LB	74
54	Thomas, Zach	LB	89
1	Tank, Matt	P	85
16	Orndorff, Jim	QB	59
9	Phillips, Jay	QB	65
11	Hard, Dennis	QB	69
21	Dennis, David	QB	62
33	Dye, Dean	QB	63
32	Johnson, J.J.	QB	82
44	Karnell, Rob	QB	75
26	Smith, Louie	QB	66
34	Thomas, Thurman	QB	63
68	Hill, Keno	T	72
74	Smith, Brent	T	65
77	Wells, Todd	T	81
78	Wells, Richmond	T	92
83	Goodrich, Hunter	TE	79
89	Perry, Ed	TE	62
67	Emmery, Bert	WR	82
66	Cashden, Grande	WR	87
68	Jacquet, Nate	WR	63
60	Morris, Tony	WR	89
81	McWhorter, D.J.	WR	87
84	Shepherd, Leslie	WR	83
19	Thomas, Gary	WR	67
85	Thomas, Lamar	WR	79

Eagles

#	Name	Position	Rating
85	Allen, Bubba	C	55
75	Roscoe, John	C	64
42	Cook, Richard	QB	72
20	Dunklin, Brian	QB	79
31	Harris, Al	QB	73
43	Alcorn, Damon	QB	449
25	Reams, Alton	QB	68
21	Taylor, Bobby	QB	95
23	Venart, Troy	QB	91
53	Boagles, Hugh	QB	81
79	Jefferson, Greg	QB	9
59	Alcorn, Mike	QB	77
76	Walters, Al	QB	64
95	Williams, Tyrone	QB	71
61	Griggs, Kelly	QB	68
92	Simco, Corey	QB	75
76	Thomas, Dallas	QB	77
98	Whiting, Brandon	QB	63
74	Brinsford, Doug	G	81
71	Hayberry, Jerome	G	77
76	Williams, John	G	75
68	Williams, Bobby	G	73
7	Alcorn, David	K	53
5	Brandenburg, Don	LB	65
56	Goldwell, Mike	LB	72
57	Dorling, James	LB	65
51	Emmons, Carlos	LB	78
52	Gorday, Barry	LB	78
58	Rosen, Ike	LB	65
54	Trotter, Jeremiah	LB	63
57	Lundberg, Sean	P	69
10	Dennis, Ray	QB	58
5	McWhorter, Thomas	QB	74
14	Padenano, Doug	QB	65
24	Austin, Darrell	QB	58
33	Harris, Thomas	QB	67
38	Morris, Carl	QB	63
36	Michell, Brian	QB	75
36	Prichard, Stanley	QB	79
72	Strley, Deon	QB	78
73	Ross, Oliver	T	69
69	Ryan, Jon	T	81
72	Thomas, Tim	T	91
86	Bartram, Mike	TE	54
88	Broughton, Luther	TE	59
89	Lewis, Chad	TE	54
83	Thompson, Jeff	TE	63
85	Brown, Bo	WR	74
82	Douglas, Demarcus	WR	67
81	Johnson, Charles	WR	87
78	Phibbs, Todd	WR	74
84	Scott, G.J.	WR	61
80	Sand, Terrence	WR	86
16	Van Dyke, Alex	WR	64

Falcons

#	Name	Position	Rating
68	Collins, Calvin	C	91
64	Keller, Bob	C	66
33	Anderson, Jolley	QB	81
29	Boaker, Michael	QB	78
23	Brufford, Ronald	QB	73
27	Brown, Omar	QB	60
34	Butlerman, Ray	QB	92
29	Cook, Kenny	QB	64
22	McFarlane, Gerald	QB	70
36	Midgert, Anthony	QB	63
31	Neuglen, Derrick	QB	63
21	Williams, Eljah	QB	66
87	Kenny, Patrick	QB	77
77	McFarlane, Polton	QB	60
81	Smith, Brady	QB	71
75	Bravett, Shane	QB	86
90	Hall, Travis	QB	78
85	Jacobs, Edward	QB	63
83	Smylie, Shawn	QB	57
65	Bishop, Greg	G	76
60	Claridge, Travis	G	80
61	Redman, Anthony	G	69
5	Anderson, Warren	K	77
56	Brackley, Keith	LB	87
52	Bokeley, Mike	LB	74
84	Crockett, Henri	LB	81
54	Drill, Chris	LB	62
51	Kelly, Jeff	LB	61
53	Simmons, Mark	LB	64
58	Jacobs, Jesse	LB	86
4	Stratford, Don	P	62
12	Chandler, Chris	QB	83
7	Grassini, Tony	QB	56
13	Kennel, David	QB	55
14	Richardson, Wally	QB	46
30	Anderson, Jason	QB	84
44	Christen, Bob	QB	66
24	Hopwood, Byron	QB	66
26	Oliver, Wendell	QB	67
28	Quacken, Ken	QB	61
25	Reyes, Ron	QB	65
76	Pringle, Jose	T	68
74	Solomon, Lightfoot	T	76
70	Thompson, Michael	T	75
70	McWhorter, Bob	T	98
85	Kazowski, Brian	TE	73
68	Swagley, D.J.	TE	86
83	Daigle, Tim	WR	78
68	Flanzer, Brian	WR	65
82	Cassan, Jonni	WR	71
84	Jefferson, Shane	WR	86
89	Low, Kendall	WR	79
81	Mallin, Terrence	WR	92
1	Phibbs, Morris	WR	63

Giants

#	Name	Position	Rating
49	Engler, Derek	C	57
61	Ziegler, Dery	C	89
72	Brown, Jody	QB	68
70	Gomes, Sam	QB	78
24	Levinson, Richie	QB	39
31	Schoen, Jason	QB	93
29	Sexton, Jovan	QB	62
46	Stephens, Reggie	QB	43
62	Thomas, Dave	QB	76
35	Weather, Andre	QB	65
37	Wied, Lyle	QB	71
36	Williams, Shaun	QB	75
95	Coskins, Jason	QB	58
76	Hansen, Carl	QB	58
97	Harris, Robert	QB	73
94	Jones, Cedric	QB	72
74	Parlier, Jonathan	QB	66
92	Strickland, Michael	QB	85
97	Griffin, Carver	QB	71
93	Hale, Ryan	QB	67
75	Hawkins, Keith	QB	78
99	Peter, Christian	QB	71
48	Hart, Mark	G	67
78	Kenneth, Mike	G	64
65	Stone, Ben	G	76
3	Delano, Brad	K	62
98	Amesford, Jesse	LB	89
54	Barnes, Michael	LB	85
53	Jones, Brian	LB	58
51	Moore, Pete	LB	68
91	Phillips, Ryan	LB	68
52	Short, Brandon	LB	68
9	Maynard, Brad	P	94
18	Cherry, Mike	QB	50
5	Gilles, Kerry	QB	71
16	Carroll, Jason	QB	64
23	Barber, Jeff	QB	67
44	Bennett, Sean	QB	72
34	Connell, Greg	QB	67
27	Byron, Ken	QB	79
55	Montgomery, Jon	QB	77
79	Brown, Lonnie	T	93
63	Pollock, Glenn	T	73
77	Perkins, Luke	T	72
62	Wright, Jason	T	58
86	Campanelli, Tom	TE	72
87	Cross, Howard	TE	73
83	Michell, Peter	TE	82
82	Alford, Brian	WR	65
89	Dixon, Ron	WR	64
88	Hillman, Ben	WR	80
84	Jennings, Joe	WR	82
81	Jones, Jason	WR	83
17	Tucker, Anthony	WR	68

Jaguars

#	Name	Position	Rating
40	Bessie, Brad	C	66
56	Wade, John	C	60
21	Beeding, Amanda	DE	62
75	Bryant, Fernando	DE	63
72	Chandler, Corey	DE	65
70	Dorsey, Donavon	DE	78
37	Lake, Gerald	DE	68
32	Logan, Mike	DE	67
38	McIntyre, Blake	DE	66
35	Olson, Erik	DE	65
33	Thomas, Kevin	DE	56
98	Brookins, Tony	DE	93
73	Gary, Eric	DE	59
98	Mohr, Rob	DE	64
99	Sawney, Joel	DE	73
24	White, Chris	DE	62
97	Wynn, Randall	DE	66
93	Lindell, Kevin	DT	72
61	Lacey, Franklin	DT	65
51	Payne, Seth	DT	64
85	Wolfe, Gary	DT	77
79	Caruso, Anthony	G	73
78	Fordham, Tom	G	64
85	Knight, Quentin	G	83
77	Wagner, Zach	G	66
1	Holt, Mike	K	72
52	Boyer, Brent	LB	64
92	Clark, Danny	LB	62
51	Bardy, Kevin	LB	91
58	Rhee, Lonnie	LB	82
56	Kickaser, Randy	LB	58
76	Slaghter, T.J.	LB	58
4	Barber, Bryan	P	97
8	Barwell, Mark	QB	94
10	Waters, Jamie	QB	52
12	Quinn, Jonathan	QB	56
31	Shuttles, Brandon	RB	62
36	Smith, Shayone	RB	65
28	Naylor, David	RB	79
62	Benavidez, Mark	T	72
71	Beall, Tony	T	100
62	Clawson, Joey	T	80
72	Stearns, Sean	T	87
80	Brady, Kyle	TE	80
85	Griffith, Rich	TE	66
88	Jones, Darnell	TE	78
84	Barling, Randle	WR	71
83	Gibson, Darnon	WR	71
97	McFarland, Keenan	WR	91
89	Smith, Emmanuel	WR	66
82	Smith, Jimmy	WR	99
83	Stewart, R. Jay	WR	67
61	Thayer, Cameron	WR	62
96	Whitford, Alvin	WR	76

Jets

#	Name	Position	Rating
65	Holmes, John	C	63
68	Morice, Kevin	C	93
43	Colson, Norbert	DE	77
56	Crutchfield, Roddy	DE	68
47	Frost, Scott	DE	69
31	Olson, Aaron	DE	87
25	Gross, Victor	DE	84
14	Michals, Ray	DE	74
45	Smith, Bill	DE	75
36	Stoutman, Omar	DE	69
33	Williams, Kevin L.	DE	66
75	Cook, Anthony	DE	70
92	Ellis, Shaun	DE	84
85	Lyle, Rick	DE	65
89	Aguiar, Eric	DE	58
75	Burton, Shane	DT	68
72	Ferguson, James	DT	79
83	Ligon, Ernie	DT	69
76	Swill, Richard	DT	97
61	Witt, Jason	DT	76
67	Stolar, Mike	G	64
71	Jankovic, David	G	71
79	Lassman, David	G	71
77	Thomas, Randy	G	94
9	Hall, John	K	78
94	Abraham, John	LB	73
51	Cox, Ryan	LB	78
58	Farrar, James	LB	67
54	Gordon, Dwayne	LB	76
55	Jones, Morris	LB	68
57	Levis, Joe	LB	85
56	Pfeifer, Roman	LB	83
50	Sprend, J.L.	LB	47
7	Toys, Tom	P	68
10	Pennington, Gerd	QB	77
16	Wentworth, Wally	QB	85
30	Janderson, Mike	RB	64
25	Foscoe, Robert	RB	56
28	Marlin, Eric	RB	87
34	Paramelec, Benito	RB	38
35	Swann, Jamal	RB	63
66	Folger, Jason	T	85
73	Ballentine, Tim	T	76
74	Young, Ryan	T	63
84	Bozicek, Fred	TE	62
88	Recht, Anthony	TE	78
82	Sparano, Mike	TE	66
88	Orsabet, Wayne	WR	84
85	Cole, Lawrence	WR	71
18	Green, Yali	WR	83
87	Hayes, Wendell	WR	63
6	Lucas, Ray	WR	53
81	Stevens, Dwight	WR	84
69	Wood, Deric	WR	73

Lions

#	Name	Position	Rating
79	Beverly, Eric	C	64
20	Albrano, Kevin	DE	67
64	Brown, Gerald	DE	71
39	Campbell, Lamar	DE	66
22	Foley, Terry	DE	79
21	Francis, Todd	DE	68
28	Khan, Ras	DE	79
22	Schulz, Kurt	DE	82
32	Wardlaw, Bryant	DE	77
95	Dawson, Jared	DE	78
91	Franklin, Robert	DE	91
92	Pringle, Mike	DE	69
51	Brown, Quinton	DE	76
97	Scraggins, Tracy	DE	77
84	Ellis, Luther	DT	85
88	Jones, James	DT	81
93	Pritchard, Kevin	DT	72
65	Taylor, Henry	DT	62
85	Blair, Kevin	G	62
64	Harting, Jeff	G	81
67	Jones, Paul	G	61
62	Samuel, Tony	G	54
4	Brannon, Jason	K	73
55	Alridge, Allen	LB	76
57	Boyd, Stephen	LB	79
50	Goodson, Chris	LB	85
52	Gross, Barret	LB	67
99	Jordan, Richard	LB	68
62	Krawinkel, Scott	LB	67
58	Briawald, Clint	LB	65
9	O'Neill, Kevin	LB	61
19	Jett, Lane	P	77
10	Block, Charles	QB	79
15	Care, Stanley	QB	52
17	Skinner, Steve	QB	59
18	Tomczak, Mike	QB	88
34	Bruggles, Bradlee	RB	69
33	Irvin, Tedrick	RB	81
36	Reno, Frank	RB	51
30	Schlesinger, Gary	RB	65
31	Stewart, James	RB	82
71	Gloucey, Aaron	T	86
72	McKnight, Shadon	T	84
72	Roberts, Ray	T	72
74	Rosen, Jon	T	74
81	Clyde, Pete	TE	65
80	Jackson, Tony	TE	56
89	Roddy, Walter	TE	64
86	Sims, David	TE	88
82	Cowell, Corianne	WR	93
80	Howard, Desmond	WR	69
84	Moore, Herman	WR	90
87	Martin, Yehuda	WR	91
83	Stolten, Brian	WR	67

Packers

#	Name	Position	Rating
58	Thompson, Mike	C	65
52	Winters, Frank	C	79
46	Armstrong, Rodney	DE	73
35	Berry, Gary	DE	72
36	Buffy, Lyle	DE	87
34	Edwards, Antonio	DE	84
43	McFarland, Scott	DE	59
44	McKenzie, Mike	DE	81
82	Skaggs, Duane	DE	82
37	Williams, Tyrona	DE	88
55	Bowens, David	DE	67
82	Glavin-Stewart, Robert	DE	67
90	Holliday, Ronnie	DE	82
91	Diary, John	DE	71
60	Smith, Rob	DT	52
71	Dotson, Jackson	DT	75
67	Anderson, Russell	DT	77
94	Moore, Ron	DT	75
93	Warren, Steve	DT	66
64	Offen, Chad	G	84
63	McKenzie, Robert	G	67
62	Givens, Marco	G	83
86	Teascher, Mark	G	75
8	Longwell, Ryan	K	68
50	Higgs, Neil	LB	67
59	Harris, Anthony	LB	59
55	Harris, Benarob	LB	77
56	Hays, Kironama	LB	63
95	McGee, Eugene	LB	62
57	Holmes, Jim	LB	58
54	Wardley, John	LB	63
51	Williams, Brian	LB	81
9	Hendrix, Josh	P	62
2	Bridges, Aaron	QB	51
4	Foster, Brent	QB	94
11	Hendricks, Matt	QB	61
7	Wardell, Steacy	QB	51
38	Green, Alonzo	RB	78
33	Henderson, William	RB	68
25	Lavers, Daray	RB	92
31	Moody, Randall	RB	70
28	Mitchell, Earl	RB	59
22	Porter, De'Mond	RB	71
72	Dutton, Earl	T	85
28	Nash, Ross	T	88
64	Wolfe, Mike	T	72
81	Smith, Tyrone	TE	79
82	Francis, Bubba	TE	78
18	Hall, Lawrence	TE	47
85	Broddick, Corey	WR	82
86	Frustrant, Ruben	WR	85
83	Lee, Charles	WR	62
88	Lucas, Anthony	WR	62
84	Schneider, Bill	WR	86

Panthers

#	Name	Position	Rating
65	Davis, Frank	C	76
67	Shabazz, Bryan	C	72
46	Anderson, Richard	DB	77
31	Booth, Tony	DB	64
25	Davis, Eric T.	DB	88
33	Evans, Doug	DB	79
22	Gant, Ryan	DB	72
27	Hicks, Jimmy	DB	89
38	Minter, Mike	DB	68
39	Robinson, Damien	DB	69
72	Daniel, Robert	DE	61
97	Peter, Jason	DE	72
73	Rucker, Mike	DE	72
61	Simmons, Roshawn	DE	58
72	Smith, Chuck	DE	87
74	Dugan, Antonio	DE	73
54	Edwards, Sean	DE	76
50	McIntyre, Alvin	DE	54
52	Myrland, Tim	DE	48
51	Wilson, Gills	DE	65
66	Campbell, Matthew	G	64
68	James, Isaac	G	63
64	Jordan, Leonard	G	82
62	Mohr, James	G	63
60	Stevens, Oley	G	61
3	Cunningham, Kirk	K	64
4	Kirby, John	K	78
53	Jones, Dante	LB	66
53	Mince, Rory	LB	52
56	Raid, Spencer	LB	60
57	Town, Lashar	LB	62
95	Wall, Dean	LB	72
54	Woodall, Lee	LB	94
13	Waller, Ken	P	59
2	Brownbill, Steve	QB	85
7	Craig, Omerlynn	QB	51
8	Long, Jeff	QB	56
21	Stebbins, Tim	RB	69
40	Wright, William	RB	66
44	Washington, Chris	RB	62
23	Johnson, Anthony	RB	65
20	Alcorn, Antonio	RB	78
45	Brown, James	T	76
75	Jones, Clarence	T	55
70	Terry, Chris	T	75
80	Grimes, Brian	TE	53
65	Morgan, Erik	TE	53
85	Wells, Wesley	TE	66
24	Bois, Michael	WR	69
82	Hankins, Karl	WR	72
81	Hayes, Donald	WR	79
83	Jeffers, Patrick	WR	88
87	Mohammed, Mohide	WR	83
15	Turner, Jim	WR	79

Patriots

#	Name	Position	Rating
87	Anderson, Jason	C	63
51	Scott, Isaac	C	71
65	Woods, Dennis	C	86
42	Carter, Chris	DB	72
41	George, Tony	DB	87
21	Harris, Andrew	DB	62
24	James, Michael	DB	83
38	Lampham, Antonio	DB	73
24	Law, Ty	DB	92
36	Miller, Lyle	DB	89
31	Seawright, Kato	DB	69
25	Whigham, Larry	DB	74
55	McGee, Willie	DE	93
94	Spies, Greg	DE	65
98	Tejeda, Chad	DE	84
92	Morrill, Jeff	DE	68
98	McDonald, Brandon	DE	68
91	Hagard, David	DE	69
95	Thomas, Henry	DE	88
68	Leung, Max	G	77
73	Rossi, Todd	G	72
4	Vincelli, Adams	K	75
54	Brackbill, Todd	LB	71
56	Carroll, Chad	LB	67
52	Johnson, Todd	LB	76
59	Katzenmeyer, Andy	LB	83
76	Waggoner, Marc	LB	63
53	Shado, Chris	LB	80
50	Tindale, Casey	LB	61
10	Johnson, Lee	P	73
11	Bledsoe, Drew	QB	65
8	Brady, Tom	QB	65
71	Finney, John	QB	63
30	Carter, Tony	RB	61
47	Edwards, Robert	RB	67
33	Faulk, Kevin	RB	77
37	Flory, Chris	RB	67
26	Harris, Raymond	RB	54
35	Pain, Patrick	RB	60
32	Redmond, L.H.	RB	69
46	Shaw, Harold	RB	84
40	Klemm, Adrian	T	78
51	Robinson, Randall	TE	73
77	Seawright, Neal	T	40
79	Williams, Bruce	T	82
84	Johnson, Eric	TE	70
83	Redmond, Bob	TE	60
87	Stachurski, Dave	TE	71
18	Boley, Aaron	WR	59
82	Brady, Vincent	WR	70
80	Brown, Tony	WR	77
88	Giles, Terry	WR	92
85	Morgan, Sean	WR	59
81	Simmons, Rory	WR	69

Raiders

#	Name	Position	Rating
61	Babbitt, James	C	82
21	Allen, Eric	DB	83
42	Black, Clifford	DB	82
27	Brown, Colin	DB	61
36	Gerry, Arthur	DB	64
33	Dorsett, Anthony	DE	66
23	Gentile, Donnell	DE	84
20	James, Terry	DE	76
22	Miles, Charles	DE	75
25	Pope, Marquise	DE	76
24	Woodson, Charles	DE	95
94	Bryant, Tony	DE	79
91	Duff, Jamal	DE	62
51	Johnson, James	DE	85
77	Lee, Steven	DE	53
99	Upshaw, Regan	DE	75
85	Nease, Junior	DE	72
90	Johnson, Grady	DE	73
86	Arnold, Bernard	DE	95
67	DiNapoli, Genaro	G	58
74	Wintershall, Steve	G	33
11	Lankowski, Sebastian	K	79
88	Accardi, Eliah	LB	84
50	Benton, Eric	LB	69
54	Baker, Greg	LB	82
59	Colson, Doug	LB	61
53	Smith, Trevon	LB	99
54	Seward, Sam	LB	58
9	Luttrell, Shane	P	74
12	Gannon, Rich	QB	87
14	Boyle, Bobby	QB	50
8	Whitman, Craig	QB	61
32	Gardner, Zach	RB	63
29	Jarvis, Randy	RB	57
35	Kachner, Napoleon	RB	81
43	Ridley, Jay	RB	68
47	Whitney, Tyrone	RB	79
54	Williams, Jameche	RB	58
73	Adams, Barry	T	66
70	Collins, Mo	T	82
72	Kennedy, Joseph	T	77
74	Symonson, Matt	T	78
62	Irwin, Adam	T	58
87	Nguyen, Jeremy	TE	68
83	Boyle, Ricky	TE	91
10	Davis, David	TE	55
48	Fallick, Woodell	TE	61
81	Brown, Tim	WR	96
88	Coyne, David	WR	74
10	Dunn, Derrick	WR	73
82	Jeff, James	WR	83
85	McKinn, Terry	WR	74
68	Parish, Jerry	WR	77
84	Sheld, Kenny	WR	73

Rams

#	Name	Position	Rating
61	Evans, Steve	C	84
64	McCollum, Andy	C	73
83	St. Clair, Mike	C	85
20	Allen, Taji	DB	75
22	Big, Dave	DB	89
34	Brown, Matt	DB	67
43	Brown, Dennis	DB	61
23	Buck, David	DB	73
15	Casper, Ken	DB	68
38	Conley, Kirk	DB	81
41	Engle, Todd	DB	88
35	Lyle, Keith	DB	81
71	McDon, Deshae	DB	82
38	Shepherd, Jacoby	DB	62
53	Carter, Kevin	DE	92
98	Moran, Sean	DE	65
45	Rabonson, Jeff	DE	59
70	Waters, Grant	DE	78
94	Young, Brian	DE	73
99	Agnew, Ray	DE	83
72	Brown, Isaac	DE	65
75	Forn, P. Marco	DE	84
75	Holmgren, Chuck	DE	63
90	Zigonski, Jeff	DE	66
66	Kling, Andrew	G	56
65	Now, Ronald	G	74
60	Wetzel, Tim	G	76
71	Spikes, Cameron	G	68
62	Townes, Adam	G	79
14	Wilkins, Jeff	K	66
54	Gallen, Todd E.	LB	99
59	Fletcher, London	LB	75
52	James, Mike A.	LB	83
57	Little, Leonard	LB	63
51	Stykes, Lawrence	LB	66
11	Tatum, Bob	P	86
8	Servino, Joe	QB	83
10	Groom, Scott	QB	67
13	Wagner, Kurt	QB	96
24	Candidate, Young	RB	72
28	Faulk, Marshall	RB	80
42	Redding, James	RB	54
55	Robinson, Robert	RB	68
33	Levell, Derek	RB	59
58	McKinn, Justin	RB	55
76	Peto, Orlando	T	88
50	Faulk, Ryan	T	76
84	Conwell, Ernie	TE	57
86	Williams, Robert	TE	72
89	Brown, Isaac	WR	57
81	Holmes, Jo Zeller	WR	88
88	Holt, Tony	WR	92
82	Harris, Tony	WR	67
67	Proehl, Ricky	WR	82

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Ravens

#	Name	Position	Rating
74	Babe, Orlando	C	73
68	Michael, Jeff	C	73
25	Bailey, Robert	QB	68
45	Harris, Corey	QB	79
29	Flowers, Alex	QB	66
25	Lave, Clarence	QB	66
31	Madden, Chris	QB	91
43	Pardue, Anthony	QB	64
22	Starks, Bruce	QB	82
37	Thompson, Benjie	QB	70
38	Troy, James	QB	76
26	Woodson, Rod	QB	85
80	Burnett, Bob	DE	76
99	McGrory, Michael	DE	90
64	Thomas, Adonis	DE	75
83	Washington, Keith	DE	65
87	Adams, Sam	DE	76
91	Duke, Lionel	DE	63
88	Stratus, Terry	DE	73
29	Violante, Larry	DE	66
85	Woodard, Colin	DE	61
61	Duncan, Bruce	G	76
62	Piper, Mike	G	78
65	Alexis, Richard	G	60
64	Mullins, Edite	G	63
3	Stevens, Matt	K	72
58	Bruckner, Peter	LB	89
51	Brown, Carvell	LB	63
50	Jackson, Brad	LB	61
57	Levis, Ray	LB	93
55	Shugart, Jamie	LB	78
56	Stallings, Dennis	LB	62
5	Richardson, Kevin	P	72
12	Banks, Tony	QB	65
7	Miller, Trent	QB	78
9	Redman, Chris	QB	68
30	Apantaku, Obafemi	QB	52
29	Evans, Chuck	QB	66
33	Holmes, Peter	QB	76
31	Lewis, Jamal	QB	73
75	Ogden, Jonathan	T	87
70	Swayze, Harry	T	93
72	Wilson, Rip	T	60
72	Williams, Sonny	T	59
37	Coates, Ben	TE	93
85	DeLong, Greg	TE	69
84	Shapiro, Shannon	TE	96
82	Wheatright, Frank	TE	53
80	Davis, Bill	WR	78
87	Isom, Gusty	WR	89
63	Johnson, Pat	WR	76
86	Levis, Jonnie	WR	80
11	Moak, Marcus	WR	75
89	Taylor, Travis	WR	86

Redskins

#	Name	Position	Rating
58	Levenshew, Jay	C	96
52	Raposo, Gary	C	79
24	Bailey, Curtis	QB	69
26	Bodley, Curtis	QB	70
37	Carson, Mark	LB	78
25	Drakeford, Tyrone	QB	79
39	Green, Darrell	QB	85
31	Harrison, Lloyd	QB	64
21	Sanders, Brian	QB	100
32	Sanders, Quincy	QB	65
39	Shade, Sam	QB	82
23	Stevens, Matt	QB	73
99	Colson, Warren	DE	76
75	Harrison, Nolan	DE	82
80	Lang, Brandon	DE	84
74	Smith, Bruce	DE	86
90	Goodwin, Robert	DE	62
64	Stallings, Dennis	DE	72
71	Tanner, Warren	DE	67
65	Wilkinson, Don	DE	84
77	Johnson, Ted	G	91
59	Moore, Michael	G	58
63	Sims, Keith	G	74
62	Smith, Derek	G	60
5	Conway, Brett	K	43
59	Roberts, Shawn	LB	69
51	Francis, James	LB	73
59	Givens, Reggie	LB	60
54	Jones, Greg	LB	68
86	McCloud, Tyrone	LB	63
55	Mitchell, Kevin	LB	71
50	Smith, Derek II	LB	76
6	Hammond, Tommy	P	65
2	Williams, Rodney C.	P	51
3	George, Jeff	QB	85
8	Huck, Todd	QB	51
14	Johnson, Brad	QB	82
37	Coates, Larry	QB	72
48	Smith, Stephen	QB	91
20	Hicks, Skip	QB	72
22	Merrill, Adrian	QB	73
64	Jack, Andy	T	75
76	James, Jon	T	75
80	Samuels, Chris	T	88
80	MacIntyre, Stephen	TE	77
80	Jenkins, James	TE	55
84	Smith, Ivy	TE	82
80	Carver, Mark	WR	63
83	Canwell, Albert	WR	88
86	Eyer, Irving	WR	75
87	Towell, Ethan	WR	61
87	Frank, James	WR	66
82	Wheatright, Michael	WR	91

Saints

#	Name	Position	Rating
69	Anderson, Sam	C	50
52	McFarlin, Jason	C	53
35	Howe, Mike	QB	72
26	Isom, Steve	QB	74
44	Kelly, Rob	QB	77
29	Knight, Sonny	QB	86
23	Marble, Kevin	QB	80
25	Madden, Alex	QB	74
27	Oldham, Chris	QB	70
39	Perry, James	QB	74
37	McVey, Dino	QB	63
20	Thomas, Fred	QB	67
24	Wesley, Fred	QB	74
95	Howard, Darren	DE	77
94	Johnson, Joe	DE	83
90	Tomlin, Jerald	DE	66
92	Woods, Troy	DE	65
97	Glavin, Lucid	DE	89
96	Harrel, Herman	DE	91
66	Hart, Robert	G	58
65	Monroe, Chris	G	66
66	Reyes, James	G	68
63	Williams, Vally	G	76
16	Brice, Doug	K	76
54	Allege, Iak	LB	63
57	Quinn, Charles	LB	69
55	Fields, Mark	LB	83
50	Murphy, Ross	LB	61
59	Mitchell, Keith	LB	79
58	Smith, Davis	LB	79
53	Ward, Philip	LB	58
4	Gavin, Tony	P	84
6	Banks, Jeff	QB	84
5	Edgar, Marc	QB	61
11	Robbie, Billy Joe	QB	57
28	Wright, Michael	QB	67
30	Crover, Aaron	QB	71
41	Morris, Chad	QB	60
33	Perry, William	QB	80
38	Smith, Terrell	QB	58
34	Williams, Ricky	QB	85
79	Prix, Marcus	T	60
77	Rae, William	T	100
48	Turney, Kyle	T	77
85	Goodson, Cameron	TE	91
82	Greer, Andrew	TE	88
88	Wheatright, Kevin	TE	72
81	Gordon, Sherrill	WR	62
84	Hart, Joe	WR	72
83	Johnson, Willie	WR	74
82	Potts, Keith	WR	79
86	Rand, John	WR	86
87	Thadwell, Ryan	WR	66
19	Wilson, Robert	WR	64

Seahawks

#	Name	Position	Rating
60	Blodgett, Greg	C	54
61	Robbie, Robbie	C	85
20	Ballinger, Jay	QB	78
26	Cooper, Chris	QB	65
21	Charbon, Ike	QB	76
42	Glavin, Tony	QB	57
28	Joseph, Kerry	QB	66
24	Spring, Shawn	QB	93
25	Ingos, Reggie	QB	81
38	Vinson, Fred	QB	78
27	Williams, Willie	QB	80
92	Colson, Anthony	DE	62
92	King, Lamar	DE	81
99	LeBeau, Matt	DE	63
78	Smith, Michael	DE	82
91	Hillard, John	DE	65
76	Kendrick, Matt	DE	54
96	Kennedy, Carter	DE	54
97	Harrel, Michael	DE	63
93	Watson, Tim	DE	64
62	Bentley, Frank	G	57
63	Gray, Chris	G	72
64	Kendall, Bob	G	77
2	Peterson, Todd	K	79
52	Ball, Marcus	LB	59
94	Brown, Chad	LB	86
53	Cooper, George	LB	79
57	Kopp, Jeff	LB	60
56	Logan, James	LB	65
58	Myke, Duane	LB	67
51	Simmons, Anthony	LB	73
11	Ferguson, Jeff	P	85
13	Foley, Glenn	QB	65
11	Harrel, Brock	QB	61
7	Kline, Jon	QB	86
37	Almon, Steven	QB	74
34	Brown, Reggie	QB	58
38	Strong, Mark	QB	62
29	Wolfe, Corey	QB	55
22	Williams, Ricky	QB	80
21	Waters, Walter	T	78
25	Wheatright, Chris	T	85
76	Wheatright, Floyd	T	74
24	Wilson, Todd	T	59
84	Freese, Christian	TE	71
88	May, Beane	TE	59
89	Mill, John	TE	53
55	Anderson, Justin	WR	79
63	Bailey, Kevon	WR	59
19	Brown, Folsom	WR	62
82	Jackson, Darrell	WR	65
87	Mayer, Derrick	WR	84
37	Rogers, Charlie	WR	48
84	Williams, James	WR	79

Steelers

#	Name	Position	Rating
63	Dionne, Darnanti	C	100
43	Alcaraz, Brent	DE	73
29	Bray, Lance	DE	74
41	Flowers, Julius	DE	76
33	Patton, Mark	DE	74
30	Scott, Chad	DE	73
47	Shields, Scott	DE	74
32	Simmons, Jason	DE	62
26	Townsend, DeShaw	DE	71
20	Washington, DeWayne	DE	68
95	Haggans, Clark	DE	65
76	Henry, Kevin	DE	65
91	Smith, Akeem	DE	60
94	Stout, Jeremy	DE	62
74	Sullivan, Chris	DE	63
54	Ward, Mike	DE	59
56	Clancy, Kendrick	DT	59
98	Conley, Chris	DT	61
66	Hon DelBello, Kimo	DT	72
62	Harley, Roger	G	55
65	Lawrence, Alan	G	83
67	Myles, Tim	G	81
79	Hyatt, Rich	G	73
3	Brown, Kris	K	66
57	Fabo, John	LB	60
92	Olden, James	LB	82
50	Robson, Earl	LB	76
97	Kelley, Chad	LB	56
90	Kirkland, Lamon	LB	87
93	Northern, Mike	LB	76
55	Parter, Joey	LB	59
4	Miles, Josh	P	58
12	Graham, Earl	QB	66
8	Martin, Tim	QB	65
10	Stewart, Kendall	QB	86
36	Batts, Jacques	RB	88
45	Fuamote-Maafa, Chris	RB	59
35	Hendrix, Richard	RB	65
58	Winters, Jon	RB	63
31	Zverev, Alex	RB	74
60	Brown, Anthony	T	62
77	Frank, Ric	T	72
72	Gandy, Wayne	T	71
69	Pearlman, Steve	T	77
70	Smith, Marcel	T	74
87	Wassner, Nick	TE	73
48	Gooden, Jason	TE	69
84	Tamm, Kenneth	TE	73
89	Blackwell, Will	WR	76
80	Burns, Phillip	WR	67
81	Edwards, Troy	WR	90
85	Farrar, Danny	WR	70
17	McWashington, Sherm	WR	64
86	Wood, Vince	WR	72

Titans

#	Name	Position	Rating
46	Long, Kevin	C	61
74	Mathews, Brian	C	92
73	Bishop, James	DE	76
38	McCallough, George	DE	65
39	McCall, Donald	DE	58
33	Martin, Art	DE	68
34	Myers, Bobby	DE	65
35	Phelan, Perry	DE	66
21	Robertson, Marcus	DE	76
21	Rolle, Sonari	DE	79
37	Sitany, Delwan	DE	75
25	Walker, Duane	DE	80
26	Wick, Brad	DE	81
92	Ford, Henry	DE	75
91	Fried, Bryce	DE	79
89	Holmes, Kenny	DE	73
86	Jones, Mike D.	DE	65
80	Kearse, Jason	DE	92
83	Smith, Roberto	DE	72
87	Fisk, Jason	DT	72
95	Sabon's, Joe	DT	73
78	Thurman, John	DT	77
75	Olson, Benji	G	81
71	Pillar, Zach	G	73
73	Sunderman, Scott	G	80
70	Shivers, Wes	G	68
3	Dei Greer, Al	K	85
56	Ballock, Keith	LB	78
94	Chambers, Frank	LB	60
51	Fenners, Greg	LB	66
36	Goodrey, Randall	LB	81
35	Robinson, Eddie	LB	82
57	Simons, Peter	LB	65
15	Hendrick, Craig	P	100
13	Duff, Kevin	QB	48
9	Mohr, Steve	QB	89
12	O'Donnell, Paul	QB	77
27	George, Eddie	RB	83
36	George, Spencer	RB	55
32	Green, Mike	RB	62
41	Irwin, Kenneth	RB	63
30	Thomas, Rodney	RB	88
72	Brinkley, Brad	T	81
76	Mathews, Jason	T	65
77	Miles, Fred	T	78
48	Kirney, Evan	TE	74
90	Ross, Michael	TE	56
99	Wychuck, Frank	TE	93
83	Byrd, Isaac	WR	68
87	Dyson, Kevin	WR	81
86	Kent, Jerry	WR	77
85	Hansen, Derrick	WR	66
81	Smother, Chris	WR	77
82	Stiggen, Vercy	WR	98

Vikings

#	Name	Position	Rating
78	Clark, Matt	C	76
66	Martin, Mike	C	72
30	Rankin, Andrew	DE	65
32	Rice, Anthony	DE	78
25	Bradford, Paul	DE	61
38	Carter, Tyrone	DE	63
24	Griffin, Robert	DE	86
23	Hall, Kendrick	DE	68
29	Rogers, Chris	DE	63
18	Tate, Robert	DE	55
27	Thompson, Keith	DE	71
42	Thomas, Orlando	DE	87
28	Wright, Kenny	DE	76
93	Roberson, Mike	DE	68
91	Goodell, Keith	DE	68
97	Sewyer, Talmage	DE	60
98	Smith, Tawana	DE	63
96	Ball, Jerry	DT	74
99	Harris, Chris	DT	71
93	Randle, John	DT	92
90	Riddick, Fred	DT	74
94	Williams, Tony	DT	73
75	Bojars, Brad	G	84
71	Dixon, David	G	92
63	Lachis, Carlos	G	70
1	Anderson, Gary	K	69
58	McDonald, Ed	LB	82
95	Pugh, Bryce	LB	78
57	Rudd, Dwayne	LB	81
52	Sauer, Craig	LB	66
59	Wiles, Andrew	LB	61
52	Wang, Kallan	LB	73
17	Barger, Mitch	P	98
2	Howard, Eddie	P	74
6	Brinkley, Bobby	QB	71
12	Calapogian, Duane	QB	68
34	Chapman, Doug	QB	72
46	Kleinowicz, Jim	RB	57
22	Poluney, David	RB	74
26	Smith, Robert	RB	83
76	Ulatowski, Chris	T	78
73	Stenslie, Todd	T	97
77	Stricker, Kenny	T	90
88	Cole, Glen	TE	61
87	Crumpker, Constance	TE	78
48	Davis, John	TE	62
86	Felix, Chad	TE	70
85	Jordan, Andrew	TE	55
80	Curtis, Eric	WR	100
89	Boothman, Matthew	WR	74
84	Nico, Randy	WR	100
83	Thomas, Chris	WR	72
81	Wald, Chris	WR	65
82	Winters, Troy	WR	62

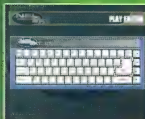
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Play Editor

IS YOUR TEAM'S PLAYBOOK MISSING THAT ONE PLAY THAT WILL KEEP YOU FROM THE PLAYOFFS? WANT TO RELIVE ONE OF THOSE CRAZY BACKYARD PLAYS YOU HAD WHEN YOU PLAYED WITH YOUR FRIENDS AS A KID? THEN SLIDE OVER TO THE CUSTOMIZE PLAYS MENU AND GIVE IT YOUR BEST SHOT.



WALKER THROUGH THE MENUS UNTIL YOU ARE IN WHERE YOU CAN FINISH YOUR OWN PLAYS.



SELECT YOUR PLAY'S NAME.



THEN SELECT THE INFORMATION YOU WANT THE RUN TO USE OR THE PASS TO USE. YOU'LL FIND THE PLAY WHEN YOU WALK OVER TO THE PRACTICE FIELD.





TAKE UP THE PLAY JUST THE WAY YOU WANT IT (DON'T FORGET ABOUT GIVING LINEBACKER ASSIGNMENTS, LINE PLAYING GUARDS ON PUNT AS THE OFFENSE).



MAKE SURE YOU HEAD TO THE PRACTICE FIELD AFTER YOU BE DONE REMAINING YOUR PLAY.



THE PRACTICE FIELD IS A GREAT PLACE TO PRACTICE THE DESIGN UNTIL YOU HAVE IT JUST RIGHT.



2000-2001 SEASON SCHEDULE

WEEK 1

SUNDAY SEPT. 3

ARIZONA AT N.Y. GIANTS
BALTIMORE AT PITTSBURGH
CAROLINA AT WASHINGTON
CHICAGO AT MINNESOTA
DETROIT AT NEW ORLEANS
INDIANAPOLIS AT KANSAS CITY
JACKSONVILLE AT CLEVELAND
N.Y. JETS AT GREEN BAY
PHILADELPHIA AT DALLAS
SAN DIEGO AT OAKLAND
SAN FRANCISCO AT ATLANTA
SEATTLE AT MIAMI
TAMPA BAY AT NEW ENGLAND
TENNESSEE AT BUFFALO

MONDAY SEPT. 4

DENVER AT ST. LOUIS

WEEK 2

SUNDAY SEPT. 10

ATLANTA AT DENVER
CAROLINA AT SAN FRANCISCO
CHICAGO AT TAMPA BAY
CLEVELAND AT CINCINNATI
GREEN BAY AT BUFFALO
JACKSONVILLE AT BALTIMORE
KANSAS CITY AT TENNESSEE
MIAMI AT MINNESOTA
NEW ORLEANS AT SAN DIEGO
N.Y. GIANTS AT PHILADELPHIA
OAKLAND AT INDIANAPOLIS
ST. LOUIS AT SEATTLE
WASHINGTON AT DETROIT
DALLAS AT ARIZONA

MONDAY SEPT. 11

NEW ENGLAND AT N.Y. JETS

WEEK 3

SUNDAY SEPT. 17

ATLANTA AT CAROLINA
BUFFALO AT N.Y. JETS
CINCINNATI AT JACKSONVILLE
DENVER AT OAKLAND
MINNESOTA AT NEW ENGLAND
NEW ORLEANS AT SEATTLE
N.Y. GIANTS AT CHICAGO
PHILADELPHIA AT GREEN BAY
PITTSBURGH AT CLEVELAND
SAN DIEGO AT KANSAS CITY
SAN FRANCISCO AT ST. LOUIS
TAMPA BAY AT DETROIT
BALTIMORE AT MIAMI

MONDAY SEPT. 18

DALLAS AT WASHINGTON

SUNDAY SEPT. 24

CINCINNATI AT BALTIMORE
CLEVELAND AT OAKLAND
DETROIT AT CHICAGO
GREEN BAY AT ARIZONA
KANSAS CITY AT DENVER
NEW ENGLAND AT MIAMI
N.Y. JETS AT TAMPA BAY
PHILADELPHIA AT NEW ORLEANS
ST. LOUIS AT ATLANTA
SAN FRANCISCO AT DALLAS
SEATTLE AT SAN DIEGO
TENNESSEE AT PITTSBURGH
WASHINGTON AT N.Y. GIANTS

MONDAY SEPT. 25

JACKSONVILLE AT INDIANAPOLIS

SUNDAY OCT. 1

ARIZONA AT SAN FRANCISCO
BALTIMORE AT CLEVELAND
CHICAGO AT GREEN BAY
DALLAS AT CAROLINA
INDIANAPOLIS AT BUFFALO
MIAMI AT CINCINNATI
MINNESOTA AT DETROIT
NEW ENGLAND AT DENVER
N.Y. GIANTS AT TENNESSEE
PITTSBURGH AT JACKSONVILLE
SAN DIEGO AT ST. LOUIS
TAMPA BAY AT WASHINGTON
ATLANTA AT PHILADELPHIA

MONDAY OCT. 2

SEATTLE AT KANSAS CITY

SUNDAY OCT. 8

BUFFALO AT MIAMI
CLEVELAND AT ARIZONA
DENVER AT SAN DIEGO
GREEN BAY AT DETROIT
INDIANAPOLIS AT NEW ENGLAND
NEW ORLEANS AT CHICAGO
N.Y. GIANTS AT ATLANTA
OAKLAND AT SAN FRANCISCO
PITTSBURGH AT N.Y. JETS
SEATTLE AT CAROLINA
TENNESSEE AT CINCINNATI
WASHINGTON AT PHILADELPHIA
BALTIMORE AT JACKSONVILLE

MONDAY OCT. 9

TAMPA BAY AT WASHINGTON

SUNDAY OCT. 15

ATLANTA AT ST. LOUIS
BALTIMORE AT WASHINGTON
CAROLINA AT NEW ORLEANS
CINCINNATI AT PITTSBURGH
CLEVELAND AT DENVER
DALLAS AT N.Y. GIANTS
INDIANAPOLIS AT SEATTLE
N.Y. JETS AT NEW ENGLAND
OAKLAND AT KANSAS CITY
PHILADELPHIA AT ARIZONA
SAN DIEGO AT BUFFALO
SAN FRANCISCO AT GREEN BAY
MINNESOTA AT CHICAGO

MONDAY OCT. 16

JACKSONVILLE AT TENNESSEE

THURSDAY OCT. 19

DETROIT AT TAMPA BAY

SUNDAY OCT. 22

ARIZONA AT DALLAS
BUFFALO AT MINNESOTA
CHICAGO AT PHILADELPHIA
CLEVELAND AT PITTSBURGH
DENVER AT CINCINNATI
NEW ENGLAND AT INDIANAPOLIS
NEW ORLEANS AT ATLANTA
ST. LOUIS AT KANSAS CITY
SAN FRANCISCO AT CAROLINA
SEATTLE AT OAKLAND
TENNESSEE AT BALTIMORE
WASHINGTON AT JACKSONVILLE

MONDAY OCT. 23

MIAMI AT N.Y. JETS

SUNDAY OCT. 29

CAROLINA AT ATLANTA
CINCINNATI AT CLEVELAND
DETROIT AT INDIANAPOLIS
GREEN BAY AT MIAMI
JACKSONVILLE AT DALLAS
KANSAS CITY AT SEATTLE
MINNESOTA AT TAMPA BAY
NEW ORLEANS AT ARIZONA
N.Y. JETS AT BUFFALO
PHILADELPHIA AT N.Y. GIANTS
PITTSBURGH AT BALTIMORE
ST. LOUIS AT SAN FRANCISCO
TAMPA BAY AT SAN DIEGO

MONDAY OCT. 30

TENNESSEE AT WASHINGTON

SUNDAY, NOV. 1

BALTIMORE AT CINCINNATI
BUFFALO AT NEW ENGLAND
DALLAS AT PHILADELPHIA
DENVER AT N.Y. JETS
INDIANAPOLIS AT CHICAGO
KANSAS CITY AT OAKLAND
MIAMI AT DETROIT
N.Y. GIANTS AT CLEVELAND
PITTSBURGH AT TENNESSEE
SAN DIEGO AT SEATTLE
SAN FRANCISCO AT NEW ORLEANS
TAMPA BAY AT ATLANTA
WASHINGTON AT ARIZONA
CAROLINA AT ST. LOUIS

MONDAY, NOV. 6

MINNESOTA AT GREEN BAY

SUNDAY, NOV. 17

ARIZONA AT MINNESOTA
ATLANTA AT DETROIT
BALTIMORE AT TENNESSEE
CHICAGO AT BUFFALO
CINCINNATI AT DALLAS
GREEN BAY AT TAMPA BAY
KANSAS CITY AT SAN FRANCISCO
MIAMI AT SAN DIEGO
NEW ENGLAND AT CLEVELAND
NEW ORLEANS AT CAROLINA
PHILADELPHIA AT PITTSBURGH
ST. LOUIS AT N.Y. GIANTS
SEATTLE AT JACKSONVILLE
N.Y. JETS AT INDIANAPOLIS

MONDAY, NOV. 13

OAKLAND AT DENVER

SUNDAY, NOV. 19

ARIZONA AT PHILADELPHIA
ATLANTA AT SAN FRANCISCO
BUFFALO AT KANSAS CITY
CAROLINA AT MINNESOTA
CINCINNATI AT NEW ENGLAND
CLEVELAND AT TENNESSEE
DALLAS AT BALTIMORE
DETROIT AT N.Y. GIANTS
INDIANAPOLIS AT GREEN BAY
N.Y. JETS AT MIAMI
OAKLAND AT NEW ORLEANS
SAN DIEGO AT DENVER
TAMPA BAY AT CHICAGO
JACKSONVILLE AT PITTSBURGH

MONDAY, NOV. 20

WASHINGTON AT ST. LOUIS

THURSDAY, NOV. 13

MINNESOTA AT DALLAS

SUNDAY, NOV. 24

ATLANTA AT OAKLAND
BUFFALO AT TAMPA BAY
CHICAGO AT N.Y. JETS
CLEVELAND AT BALTIMORE
DENVER AT SEATTLE
KANSAS CITY AT SAN DIEGO
MIAMI AT INDIANAPOLIS
NEW ORLEANS AT ST. LOUIS
PHILADELPHIA AT WASHINGTON
PITTSBURGH AT CINCINNATI
TENNESSEE AT JACKSONVILLE
N.Y. GIANTS AT ARIZONA
NEW ENGLAND AT DETROIT

MONDAY, NOV. 27

GREEN BAY AT CAROLINA

THURSDAY, NOV. 30

DETROIT AT MINNESOTA

SUNDAY, DEC. 3

ARIZONA AT CINCINNATI
CLEVELAND AT JACKSONVILLE
DALLAS AT TAMPA BAY
DENVER AT NEW ORLEANS
INDIANAPOLIS AT N.Y. JETS
MIAMI AT BUFFALO
N.Y. GIANTS AT WASHINGTON
OAKLAND AT PITTSBURGH
ST. LOUIS AT CAROLINA
SAN FRANCISCO AT SAN DIEGO
SEATTLE AT ATLANTA
TENNESSEE AT PHILADELPHIA
GREEN BAY AT CHICAGO

MONDAY, DEC. 4

KANSAS CITY AT NEW ENGLAND

SUNDAY, DEC. 10

ARIZONA AT JACKSONVILLE
CAROLINA AT KANSAS CITY
CINCINNATI AT TENNESSEE
DETROIT AT GREEN BAY
MINNESOTA AT ST. LOUIS
NEW ENGLAND AT CHICAGO
NEW ORLEANS AT SAN FRANCISCO
PHILADELPHIA AT CLEVELAND
PITTSBURGH AT N.Y. GIANTS
SAN DIEGO AT BALTIMORE
SEATTLE AT DENVER
TAMPA BAY AT MIAMI
WASHINGTON AT DALLAS
N.Y. JETS AT OAKLAND

MONDAY, DEC. 11

INDIANAPOLIS AT DENVER

WEEK 16**SUNDAY, DEC. 10**

WASHINGTON AT PITTSBURGH
OAKLAND AT SEATTLE

SUNDAY, DEC. 17

ATLANTA AT NEW ORLEANS
BALTIMORE AT ARIZONA
CHICAGO AT SAN FRANCISCO
DENVER AT KANSAS CITY
DETROIT AT N.Y. JETS
GREEN BAY AT MINNESOTA
INDIANAPOLIS AT MIAMI
JACKSONVILLE AT CINCINNATI
NEW ENGLAND AT BUFFALO
SAN DIEGO AT CAROLINA
TENNESSEE AT CLEVELAND
N.Y. GIANTS AT DALLAS

MONDAY, DEC. 18

ST. LOUIS AT TAMPA BAY

WEEK 17**SUNDAY, DEC. 23**

JACKSONVILLE AT N.Y. GIANTS
SAN FRANCISCO AT DENVER
BUFFALO AT SEATTLE

TUESDAY, DEC. 24

ARIZONA AT WASHINGTON
CAROLINA AT OAKLAND
CHICAGO AT DETROIT
CINCINNATI AT PHILADELPHIA
KANSAS CITY AT ATLANTA
MIAMI AT NEW ENGLAND
MINNESOTA AT INDIANAPOLIS
N.Y. JETS AT BALTIMORE
PITTSBURGH AT SAN DIEGO
ST. LOUIS AT NEW ORLEANS
TAMPA BAY AT GREEN BAY

MONDAY, DEC. 24

DALLAS AT TENNESSEE



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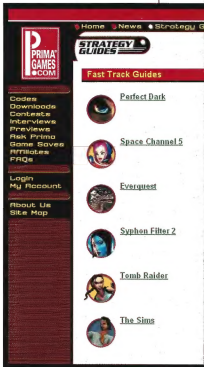
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Electronic Entertainment
Platform: Sega Dreamcast

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